

PRIMA'S OFFICIAL



STRATEGY GUIDE

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# MECHASSAULT™



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## Prima's Official Strategy Guide

**Joe Grant Bell**

**Prima Games**  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
(800) 733-3000  
[www.primagames.com](http://www.primagames.com)



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Product Development Manager: Jennifer Crotteau  
Project Editor: Matt Sumpter  
Design & Layout: Edd Hendricks

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# Introduction

*MechAssault™* is a game of combat, but also a game of strategy. Even a skilled MechWarrior in a 100-ton Atlas needs to play it smart sometimes—especially on the planet Helios, where a ruling class of Word of Blake theocrats has a lot of nasty surprises in store for you.

This book is your complete guide to *MechAssault™*, covering both the combat and strategy aspects of your stint on Helios as a member of Wolf's Dragoons. It gives detailed information on every BattleMech™ and weapon, covers effective combat techniques, provides detailed maps on every game location, and gives useful guidelines for managing salvage. Everything you need to know is covered somewhere in here.

You can read this book from cover to cover, but that ruins a lot of the suspense. Try checking out the first four sections right away, then refer to the walkthrough sections whenever you have a question about a specific mission. Also, check out "Multiplayer MechAssault™" before you dive into a multiplayer game. It offers tips and specific strategies for doing well when competing against your friends.

Regardless of your reading method, you'll hopefully find this book an enjoyable companion to *MechAssault™*. By the time you're done with it, you'll have a great understanding of how the game works. That knowledge will translate into improved skills on the field of combat.

But enough chatter. There's a wealth of information in this book, and you're probably itching to learn it. So strap yourself in, fire up the fusion reactor, and warm up those Gauss Rifles. A high-stakes mercenary campaign awaits.

## Acknowledgments

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- **Chris "Comanche" Klimecky**
- **John "Thumper" Foster**
- **Mathew "Cityelf" Coyne**



## Weapons and Equipment

One key to success in *MechAssault™* is to use the right weapons for every job. Using less-than-ideal weapons makes it hard to score quick kills, and the longer your enemies survive, the more return damage they can inflict.

This section takes an in-depth look at the weapons carried by every 'Mech and vehicle in the game, providing vital stats that quantify their performance in many areas. You should use this data to compare weapons and thereby make better decisions about when to use each one.

### Weapons Tables

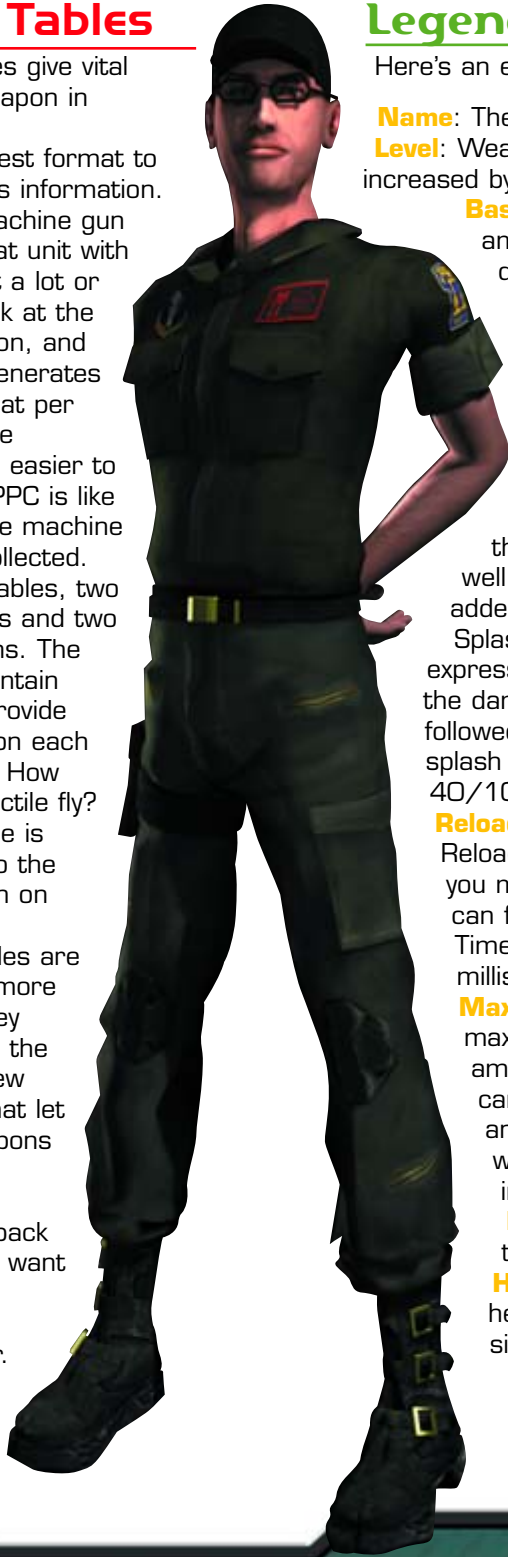
The following tables give vital stats for every weapon in the game.

Tables are the best format to make sense of this information. For example, a machine gun generates one heat unit with every shot. Is that a lot or a little? Take a look at the PPC for comparison, and you'll see that it generates a whopping 30 heat per shot. Suddenly, the numbers are a lot easier to understand. The PPC is like a furnace while the machine gun is cool and collected.

There are four tables, two for 'Mech weapons and two for vehicle weapons. The first two tables contain "raw" stats that provide base information on each weapon's abilities. How fast does its projectile fly? How much damage is dealt per shot? Do the projectiles home in on their target?

The last two tables are shorter but even more useful because they combine info from the first table into a few useful statistics that let you compare weapons very easily.

Check out these tables, and refer back to them when you want to know how one weapon performs, relative to another.



### Legend

Here's an explanation of the entries in the following tables.

**Name:** The weapon's name.

**Level:** Weapon level is increased by collecting salvage.

**Base Damage:** The amount of damage dealt by the weapon.

If the weapon deals splash damage as well, that amount is added to the base damage.

**Splash:** This damage affects a short radius around the impact area, as well as the target. It's added to base damage. Splash damage is expressed as two numbers: the damage amount, followed by the range of the splash (for example, 40/10).

**Reload Time:**

Reload time is how long you must wait before you can fire a second shot. Time is expressed in milliseconds.

**Max Ammo:** The maximum amount of ammo the weapon can carry at levels 2 and 3. Level 1 weapons always have infinite ammo.

**Range:** The distance the projectile travels.

**Heat:** The amount of heat generated by a single shot.

**Projectile Speed:** The projectile flies through the air at this speed. Slower projectiles are easier to dodge.

**Multiple Targets?:** Some weapons can hit multiple targets, and some can't. For example, if you fire two PPCs into a crowd of infantry, they'll both shoot at the same infantryman. If you fire two machine guns, however, the machine guns may target separate infantrymen.

**Seeker?:** Some weapons home in on the target while others fly straight. Seeking weapons tend to hit the target more often, though they aren't 100 percent accurate.

**10 Second Damage:** Damage amount dealt to a target if you continually fire the weapon for 10 seconds and hit with every shot.

**10 Second Heat:** Amount of heat generated by firing the weapon nonstop for 10 seconds.

**Damage/Heat:** Divide the total damage dealt over a 10 second period by the heat generated in that same period, and you get a number that reflects how "hot" each weapon runs. High numbers mean the weapon is cool and efficient, dealing lots of damage and producing little heat. Low numbers signify a fairly heat-inefficient weapon.

## Master Weapon Tables

This first table provides basic stats on weapons carried by 'Mechs.

**'Mech Master Weapons Table**

Name	Level	Base Damage	Splash	Reload Time	Max Ammo	Range	Heat	Projectile Speed	Multiple Targets?	Seeker?
Pulse Laser	Level 1	15	—	250	—	450	2	2,000	No	No
Pulse Laser	Level 2	17	—	200	100	450	2	2,000	No	No
Pulse Laser	Level 3	16	—	150	66	450	1	2,000	No	No
Laser	Level 1	65	—	1,000	—	450	9	2,000	Yes	No
Laser	Level 2	91	—	1,000	20	450	9	2,000	Yes	No
Laser	Level 3	117	—	1,000	10	450	9	2,000	Yes	No
PPC	Level 1	300	—	2,500	—	450	30	500	No	Yes
PPC	Level 2	420	—	2,500	8	450	30	300	No	Yes
PPC	Level 3	540	—	2,500	4	450	30	100	No	Yes
Machine Gun	Level 1	21	—	300	—	100	1	2,000	Yes	No
Machine Gun	Level 2	29	—	300	66	100	1	2,000	Yes	No
Machine Gun	Level 3	38	—	300	33	100	1	2,000	Yes	No
Autocannon	Level 1	100	—	2,000	—	450	10	2,000	No	No
Autocannon	Level 2	140 (2x70)	—	2,000	20	450	6	2,000	No	No
Autocannon	Level 3	180 (3x60)	—	2,000	15	450	4	2,000	No	No
Gauss Rifle	Level 1	225	—	2,500	—	450	15	3,000	No	Yes
Gauss Rifle	Level 2	315	—	2,500	8	450	15	3,000	No	Yes
Gauss Rifle	Level 3	405	—	2,500	4	450	15	3,000	No	Yes
Crossbow (SRM)	Level 1	10	30/10	800	—	250	5	400	Yes	Yes
Crossbow (SRM)	Level 2	26 (2x13)	15/10	800	50	250	3	400	Yes	Yes
Crossbow (SRM)	Level 3	42 (3x14)	10/10	800	37	250	3	400	Yes	Yes
Javelin (LRM)	Level 1	60	40/14	2,500	—	490	16	150	Yes	Yes
Javelin (LRM)	Level 2	90	50/16	2,500	8	490	16	150	Yes	Yes
Javelin (LRM)	Level 3	120	60/18	2,500	4	490	16	150	Yes	Yes
Hammer Missile	Level 1	50	375/20	3,000	—	450	25	600	No	No
Hammer Missile	Level 2	50	545/24	3,000	6	450	25	600	No	No
Hammer Missile	Level 3	50	715/28	3,000	3	450	25	600	No	No
Lava Gun	Level 1	150 (3/50)	250/25	3,000	—	450	20	600	No	No

For a detailed analysis of each individual weapon, refer to the weapon descriptions provided later in this section.  
This next table compares vehicle-mounted weapons.

**Vehicle Master Weapons Table**

Name	Level	Base Damage	Splash	Reload Time	Range	Projectile Speed	Multiple Targets?	Seeker?
Vehicle Pulse Laser	Level 1	4	—	250	300	2,000	No	No
Vehicle Pulse Laser	Level 2	6	—	200	300	2,000	No	No
Vehicle Laser	Level 1	24	—	1,500	300	1,600	No	No
Vehicle Laser	Level 2	49	—	1,500	300	1,600	No	No
Vehicle Machine Gun	Level 1	5	—	300	100	2,000	No	No
Vehicle Machine Gun	Level 2	11	—	300	100	2,000	No	No
Vehicle Autocannon	Level 1	31	—	2,500	300	2,000	No	No
Vehicle Autocannon	Level 2	63	—	2,500	300	2,000	No	No
Vehicle Crossbow (SRM)	Level 1	16	—	1,300	125	300	Yes	Yes
Vehicle Crossbow (SRM)	Level 2	33	—	1,300	125	300	Yes	Yes
Vehicle Javelin (LRM)	Level 1	30	—	3,000	300	150	Yes	Yes
Vehicle Javelin (LRM)	Level 2	60	—	3,000	300	150	Yes	Yes

## Derived Weapon Stats Tables

These tables are shorter, but they cut right to the important stuff: How much damage and heat are generated by firing a weapon continuously, over a 10-second timeframe? And how efficient is the weapon, in terms of damage vs. generated heat?

This table should be your “cheat sheet” when you want to know the bottom line. Which weapon is the most damaging? Which one produces the most heat? The answers are coming up.

### 'Mech Derived Weapon Stats Table

Name	Level	10 Second Damage	10 Second Heat	Damage/Heat
Pulse Laser	Level 1	600	84	7
Pulse Laser	Level 2	840	90	9
Pulse Laser	Level 3	1,080	93	12
Laser	Level 1	650	90	7
Laser	Level 2	910	90	10
Laser	Level 3	1,170	90	13
PPC	Level 1	1,200	120	10
PPC	Level 2	1,680	120	14
PPC	Level 3	2,160	120	18
Machine Gun	Level 1	700	37	19
Machine Gun	Level 2	980	37	27
Machine Gun	Level 3	1,260	37	34
Autocannon	Level 1	500	50	10
Autocannon	Level 2	700	58	12
Autocannon	Level 3	900	66	14
Gauss Rifle	Level 1	900	60	15
Gauss Rifle	Level 2	1,260	60	21
Gauss Rifle	Level 3	1,620	60	27
Crossbow (SRM)	Level 1	500	63	8
Crossbow (SRM)	Level 2	700	78	9
Crossbow (SRM)	Level 3	900	93	10
Javelin (LRM)	Level 1	400	64	6
Javelin (LRM)	Level 2	560	64	9
Javelin (LRM)	Level 3	720	64	11
Hammer Missile	Level 1	1,417	83	17
Hammer Missile	Level 2	1,983	83	24
Hammer Missile	Level 3	2,550	83	31
Lava Gun	Level	3,000	200	15

Here's the same information for vehicle-mounted weapons.

### Vehicle Derived Weapon Stats Table

Name	Level	10 Second Damage	10 Second Heat	Damage/Heat
Vehicle Pulse Laser	Level 1	150	100	2
Vehicle Pulse Laser	Level 2	300	100	3
Vehicle Laser	Level 1	163	40	4
Vehicle Laser	Level 2	325	40	8
Vehicle Machine Gun	Level 1	175	50	4
Vehicle Machine Gun	Level 2	350	50	7
Vehicle Autocannon	Level 1	125	40	3
Vehicle Autocannon	Level 2	250	40	6
Vehicle Crossbow (SRM)	Level 1	125	46	3
Vehicle Crossbow (SRM)	Level 2	250	46	5
Vehicle Javelin (LRM)	Level 1	100	53	2
Vehicle Javelin (LRM)	Level 2	200	53	4



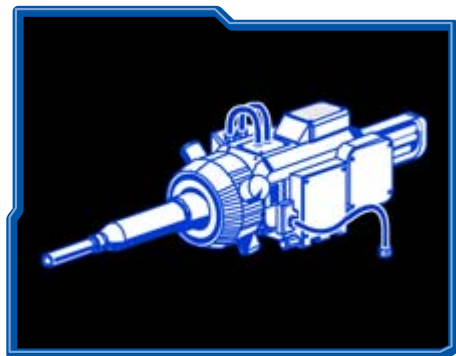
### Weapon Evaluations

Now you have all the stats. But what do they *mean*? The next few pages offer comments on every weapon. All the stats are condensed into a simple text evaluation, describing each weapon in various combat situations.

Bear in mind that these evaluations aren't totally objective. Everyone has a preferred fighting style, which may favor certain weapons. If you're ever in doubt about a weapon's true abilities, just refer back to the tables to find your answer.

**NOTE** Only 'Mech weapons get the in-depth treatment here. Vehicle weapons were just listed for purposes of comparison. Refer to the enemies section for more information on enemy vehicles.

### Pulse Laser



Pulse Lasers are not powerful weapons. They are, however, well-suited for destroying small targets at short to medium range.

Pulse Lasers are the fastest-firing weapons in the game, even faster than machine guns. Each individual shot deals minimal damage, but the shots come so quickly that it adds up to respectable damage.

The comparison with machine guns is inevitable, thanks to the two weapons' similar firing speeds. Pulse Lasers have much better range than machine guns, but they aren't quite as powerful and they run much hotter.

#### When to Use It



Use Pulse Lasers against infantry and small, relatively weak vehicles, including small tanks. If you don't have missiles, use them on helicopters and jets. Finally, they're a good weapon for taking down structures.

The common thread is that all of these targets (except structures) are small and weak. Pulse Lasers chew up small targets quickly. And since they have virtually zero reload time, you can quickly shoot one target and go on to the next with no delay.

Structures are, of course, very durable, but you should use Pulse Lasers on them to save your other weapons' power-ups for more potent targets.

**NOTE** If you have multiple Pulse Lasers and manage to power them up to Level 3 you can use them on heavy targets, like 'Mechs, as well.

#### When to Stow It



Even in pairs, Pulse Lasers aren't exactly heavy hitters. Use them on low-durability and low-priority targets.

Don't try to use them on 'Mechs unless you've powered them up to Level 3, and your other stuff is still at Level 1 or 2. In this rare instance, the Pulse Lasers may (temporarily) be your most powerful weapons.



## Laser



The standard Laser is the effective, quite common ancestor of the Pulse Laser. It's a staple of BattleMechs throughout the Inner Sphere and beyond. It fires quickly, but not nearly as quickly as the Pulse Laser.

When all is said and done, the standard Laser is slightly more damaging and slightly more heat-efficient than the Pulse Laser.

Like Pulse Lasers, standard Lasers are never going to be your go-to weapons in an intense battle with a Mad Cat. However, they are quite effective at taking down smaller targets.

### When to Use It



Use a standard Laser in the same instances you'd use a Pulse Laser: against small targets—and buildings (if you want to save your other weapons' power-ups).

In the rare event that your Lasers are powered up to Level 3, and your other weapons all lag behind, use the Lasers against big targets such as 'Mechs.

### When to Stow It



Unless you've been collecting lots of energy weapon salvage, put the Lasers away when a 'Mech shows up in your sights.

Also, if you do manage to get your Lasers up to Level 3, you might want to save them for a good-sized target. Use a Level 1 or 2 missile weapon on those easy targets instead.

## PPC



PPCs illustrate the MechWarrior's struggle to balance damage output with rising heat. These monsters deal more damage than just about anything—except the low-ammo, slightly hard-to-aim Hammer missiles, and a special weapon called the Lava Gun.

PPCs are the only weapons in the game that require a charge-up, which is achieved by holding down the trigger. Firing PPCs at less than full charge results in less-than-optimal damage.

A 'Mech with twin PPCs should always use them when big enemy 'Mechs show up. It's an easy decision; nothing else in the 'Mech's arsenal is likely to deal nearly as much damage.

### When to Use It



PPCs are great for destroying 'Mechs of all sizes. The charge-up period can take some getting used to, but consider the benefits of dealing all your damage in a few concentrated shots rather than a continuous stream. You can charge up and fire a shot, then hide behind a building while charging up another one.

PPCs are also the fastest weapons a typical 'Mech can use to take down a building. Just don't waste Level 2 or 3 shots this way.

Finally, if you have enough time to charge up a shot at a single, long-range enemy, PPCs are also a good choice for taking down tanks, helicopters, and just about anything else.

### When to Stow It

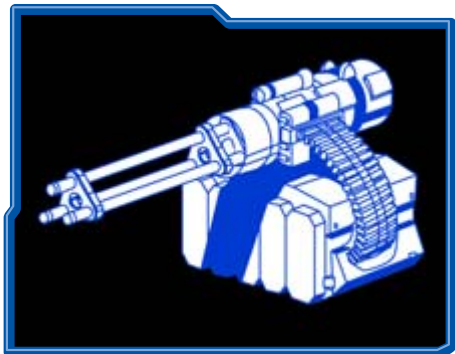


Stow the PPCs when fighting multiple small targets. You don't need all that power just to destroy a few helicopters or small tanks, and the charge-up time between shots can be a real killer when you want to take out numerous enemies.

If you have a 'Mech with only one PPC, think twice before using it over multiple smaller weapons. The smaller weapons may be a better bet, if there are enough of them.

Stow the PPCs when they're powered up and you're facing anything less than a BattleMech. Level 2 or 3 PPC shots are concentrated balls of fury; they allow you to shred through a target in record time. Don't waste all that power on a puny tank.

### Machine Gun



The machine gun is a curious beast. It has the shortest range, by far, of any weapon, and it doesn't seem particularly powerful. After all, it's just a machine gun.

The fact is, however, that machine guns can be fairly powerful. If you've got a couple of them, machine guns are great for taking down small targets at close range. Machine guns deal slightly better damage than either a Pulse Laser or a standard Laser.

Machine guns also generate practically no heat. This can be an important consideration if you're running hot and need to briefly switch to an alternate weapon.

#### When to Use It



When you have no power-ups, use the machine gun against nearby tanks, infantry, and buildings. A Level 2 machine gun is useful in these circumstances as well, and is a little more effective.

A Level 3 machine gun can actually deal (slightly) better damage than a Level 1 PPC—while the ammo lasts. This might tempt you to use powered-up machine guns as a 'Mech-killer. However, machine guns require you to get close to the target, where you can't effectively dodge. Also, they require you to shoot a continuous stream of fire; whereas you can alternate shooting and hiding when using PPCs or Gauss Rifles.

The best way of using powered-up machine guns vs. 'Mechs is as a low-heat change of pace. Fire your PPCs until your 'Mech is red-hot, then switch to Level 3 machine guns until you cool down a bit.

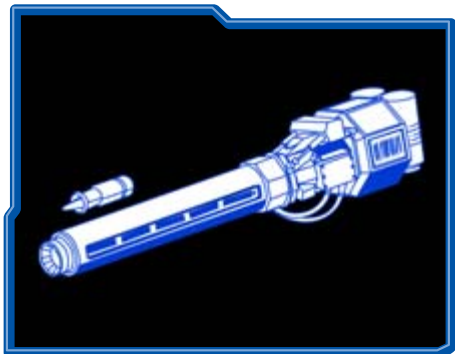
#### When to Stow It



Machine guns are worthless against anything at medium to long range. They just can't shoot that far.

If they aren't powered up, machine guns are not particularly good for attacking 'Mechs or even the heaviest tanks.

### Autocannon



The Autocannon firmly occupies the lower middle class of weapon power. It's definitely not in the same league as PPCs and Gauss Rifles. In fact, it actually does slightly less damage than Pulse Lasers and standard Lasers.

Its benefits are that it runs cool and has good range, so it can be used as a change-up weapon when you're running hot.

Longtime 'Mech-heads may be a little surprised, however, at the Autocannon's lack of bite. Its limited power and generally unremarkable features make this one of the least recommended weapons. It is capable of knocking enemy 'Mechs over, which makes up for its apparent under-performance.

#### When to Use It



Use the Autocannon against small or medium targets at any range. Also use it against structures. Essentially, think of it as a long-range machine gun.

When charged up to Level 3, the Autocannon matches the damage output of a Level 1 Gauss Rifle. In this case, you can use it against 'Mechs. Just be sure to put it away when the ammo runs out and you drop a level.

#### When to Stow It



The Autocannon disappoints in big battles. If it's not at Level 3, don't use it against 'Mechs. Stick to shooting tanks and other minor foes.

## Gauss Rifle



The Gauss Rifle is a great weapon that invariably must be compared with another great weapon, the PPC. Both deal massive damage, and both are used as mainstay, 'Mech-killing weapons. Each has specific strengths and weaknesses. As such, it's hard to declare one weapon better than the other.

The Gauss Rifle doesn't match the raw damage output of a PPC, but it gets into the general ballpark. Its projectiles are the fastest of any weapon in the game, so your target can't slide behind obstacles to avoid them—as is sometimes the case with PPC shots.

The Gauss Rifle has a long reload time, but you don't need to charge it up like a PPC. Not having to charge it up means you have one less thing to worry about.

Since Gauss Rifles generate very little heat, you don't have to worry about that, either.

### When to Use It



Gauss Rifles, especially in pairs, are excellent anti-'Mech weapons. They deal massive damage in concentrated shots. They're perfectly suited to firing, briefly hiding, then firing again. Their fast projectile speed ensures high accuracy.

Gauss Rifles are also excellent for destroying tanks, or any other vehicle, especially at medium-long range. They destroy buildings quickly too.

The only weapons in the standard MechWarrior arsenal that deal more damage more quickly are PPCs and Hammer missiles. So use those if you have them.

### When to Stow It

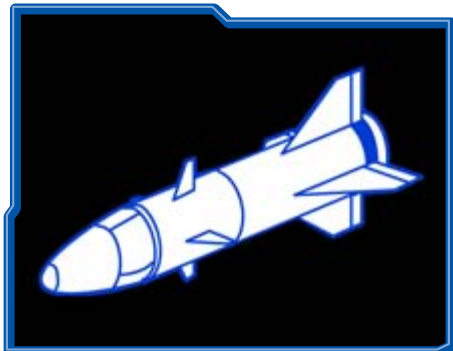


Powered-up Gauss Rifle shots are precious, so don't waste Level 2 or 3 shots on non-'Mechs. Save them and use something else against the little stuff.

Large groups of vehicles aren't good Gauss Rifle candidates since the weapon's extreme power can be overkill, and its slow reload time makes it hard to destroy multiple targets quickly. The exception is durable vehicles, such as heavy tanks, which can take a while to chisel apart with lesser weapons.

Gauss Rifles are surprisingly versatile. If your 'Mech is equipped with them, you'll find yourself using them a great deal.

## Crossbow Missiles (SRMs)



Crossbow missiles have less range than the average weapon, deal less damage than a machine gun or Laser, and are slow enough that they can sometimes be avoided. Why would you ever use them?

There are three reasons. First, their ability to home in on a target makes them very accurate. This is essential when you're fighting fast, elusive targets, such as aircraft.

Second, they deal splash damage that hurts anything in a short radius around the blast. This makes them good for attacking dense clusters of enemies.

Third, if your 'Mech is equipped with Crossbow missiles, it probably doesn't have anything else that's suitable for short-range destruction of small targets. So this is what you should use.

### When to Use It



Use these missiles against small targets, especially fast targets that might otherwise be hard to hit.

Use them against structures if your other weapons are powered up, and you want to save the power-ups.

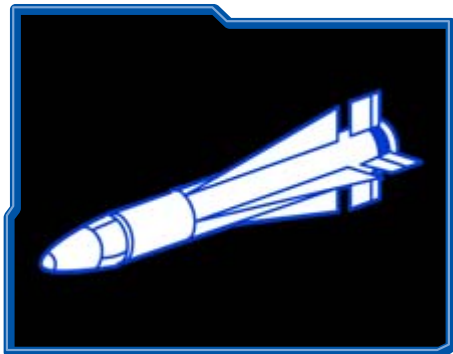
The effectiveness of these missiles depends on how many you have. One missile launcher is hardly worth bothering with, except against the fastest targets. More launchers open up more possibilities.

### When to Stow It



Don't try to fight 'Mechs with these missiles unless you've got several launchers and they're seriously powered up. Stick to small targets instead.

### Javelin Missiles (LRMs)



Javelin missiles are even punier than Crossbow missiles. In fact, they have the distinction of being the weakest weapons on the block.

Why bother with these things? For the same reasons you use Crossbow missiles, plus one more: Javelin missiles have the longest range of any weapon (though only barely). So you can use them against targets at extreme range, where other weapons wouldn't quite get the job done.

Javelin missiles also change course to track a moving enemy, which makes them very effective against fast, agile opponents.

#### When to Use It



Use Javelin missiles to start off long-range battles. Then switch to something else when you close in.

Few weapons are as good at picking off aircraft from long range.

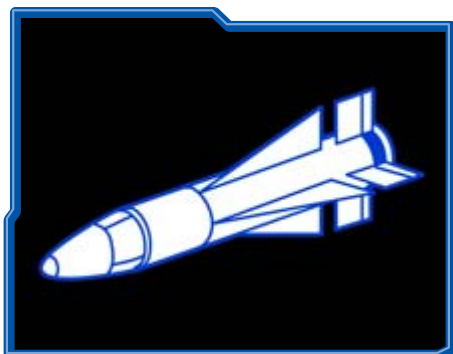
If you have more than one missile launcher and some power-ups, these missiles can be effective against heavy vehicles.

#### When to Stow It



If you try to fight 'Mechs with these missiles, you'll be astonished at how long the battles last. Don't try it unless you're into serious challenges.

### Hammer Missiles



In many ways, Hammer missiles are the anti-missile because they have so little in common with the other two missile types.

Hammer missiles are unguided. When you hold down the trigger you are determining how long of a fuse you want the missile to have. You can use them fairly quickly at close range with the same firepower if you only hold the trigger for a short time. You won't hit your target all the time, but get skillful at setting fuse times to detonate according to the distance of your enemy, thus using its large splash damage radius to your advantage. These are some of the most powerful and effective weapons in the game—when skillfully used—and they're probably the toughest to use effectively.

#### When to Use It



Any heavy target is a good one for Hammer missiles. 'Mechs are ideal; so are heavy tanks. Buildings crumble at the mere mention of these things.

Essentially, any time you're fighting something durable and want it gone fast, Hammer missiles are a good choice.

#### When to Stow It



These missiles are extremely powerful, but the reload time is even longer than that of the Gauss Rifle. Because of that, you should not fight groups of small enemies with these missiles. Use something smaller that you can fire more quickly.

Also, since they are unguided, Hammer missiles aren't the best for attacking superfast or agile targets. This includes aircraft and some smaller vehicles.

Finally, though it probably goes without saying, don't waste powered-up Hammer shots. Use something else for routine tasks, and save the powered-up Hammer shots for something big, mean, and threatening—something like a Mad Cat or an Atlas.

## Non-Weapon Equipment

BattleMechs are equipped with an array of defensive and utilitarian gear. While not as flashy as weapons, these systems can be every bit as vital.

### Jump Jets

Jump jets allow your 'Mech to fly for a limited period of time. Typical uses for jump jets include jetting up the side of a cliff, crossing a chasm after the bridge has been blown out, or jumping over a base wall.

Jump jets generate heat, so watch the heat meter whenever you're flying. Don't push it too high, especially if you know there's a big fight just around the corner.

You can use jump jets as a tool in your combat arsenal, but they won't make you super-fast. The main advantage is that you can dodge vertically and horizontally, making you much harder to hit.

### Null Signature

Typically found on smaller 'Mechs, Null Signature hides you from enemy radar and renders you partially invisible. This invisibility is not complete, however, and the more you fire weapons or generate heat, the more visible you become.

Null Signature is great for ambushes. Engage it and then run in for the quick sneak attack.

It's also very useful during regular combat. You won't be completely invisible, of course, since you'll be firing your weapons—but your enemies will have a very hard time locking their weapons on you. Aiming at a target with Null Signature activated is tough.

Use this equipment whenever possible, if you're piloting a 'Mech equipped with it.

### Target Jamming

Target Jamming doesn't make you invisible, but it does cause your opponents to lose their weapons lock-on ability. As a result, they can't rely on their targeting systems. They have to aim at you manually, and determine when to fire without the benefit of any visual cues.

Long-range and slow-firing weapons suffer the most from Target Jamming. Missiles and PPC shots are particularly inaccurate when they're being jammed.

Constantly use this system if you've got it equipped on your 'Mech. You'll find that you can easily dodge shots that would otherwise hit you.

A 'Mech making good use of Target Jamming will survive longer than one without it.

### AMS (Anti-Missile System)

When AMS is activated, a small missile-attracting beacon is dropped in front of your 'Mech. Any missiles fired at you will hit the beacon or be pulled substantially off course.

Since AMS only lasts for a few seconds at a time, the best policy is to wait for an enemy to fire a missile salvo, and then quickly throw the AMS. If you're quick to do this, you'll have little to fear from missile-firing enemies.

AMS tends to be mounted on heavier 'Mechs, like the Atlas. Frequent use of AMS is crucial on these 'Mechs, as they can't dodge as easily as the lighter ones. It's important to use every defensive tool in their arsenal.

## Weapons, the Bottom Line

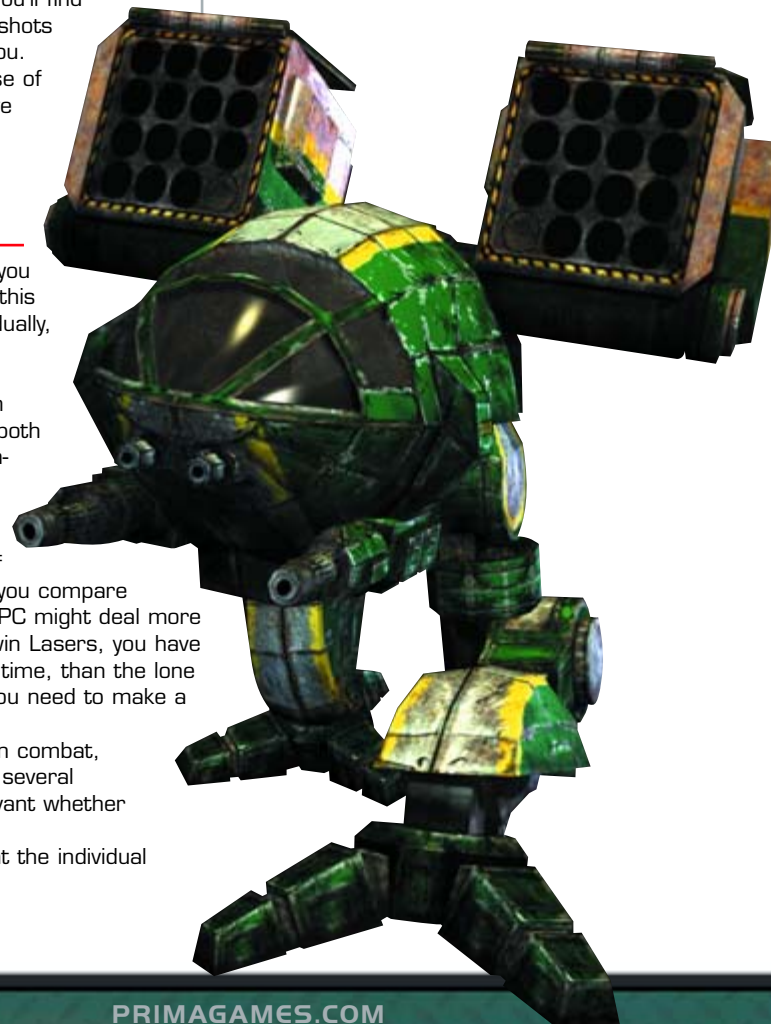


Here's a closing thought for you to consider. The weapons in this chapter are compared individually, but in *MechAssault™* you're forced to fire weapons as a group. If your 'Mech has twin machine guns, for example, both guns are always fired simultaneously. You can't fire just one of them at a time.

This is important because you must take the number of weapons into account when you compare weapons systems. Sure, a PPC might deal more damage than a standard Laser—but if your 'Mech has a single PPC and twin Lasers, you have to do the math. The two lasers can actually deal a bit more damage, over time, than the lone PPC. But the PPC is more favorable to a hit-and-hide style of fighting. So you need to make a decision based on your personal preferences and fighting style.

Also, you'll sometimes find yourself cycling (changing) weapons systems in combat, firing one set and then quickly switching to another set. The idea is to use several weapons systems to maximize your firepower. In these situations it's irrelevant whether your Gauss Rifles are stronger than your Javelin missiles; you'll use both.

Always look at the big picture when comparing weapons systems. Look at the individual weapons, but be sure to also consider them as a group.



## BattleMechs

Now that you've taken a good hard look at the weapons carried by BattleMechs, it's time to turn your attention to the 'Mechs themselves. Here, you'll find detailed stats on every 'Mech, plus recommendations on how to get the most out of them when you're piloting them.

### 'Mech Comparison Table

The following table compares every 'Mech in the game in several key areas. The 'Mechs are listed from lightest to heaviest.

Elementals, which are essentially infantry in powered armor, are listed in this table. While not technically BattleMechs, they look and act like miniature 'Mechs. They're included here for purposes of comparison.

Here's the legend that explains the table entries:

**Name:** Name of the 'Mech

**Weight:** Weight of the 'Mech, in tons

**Speed:** 'Mech's top speed

**Armor:** Total number of armor points on the 'Mech

**Max Heat:** Maximum heat threshold—the higher this number, the more the 'Mech can fire its weapons

**Cool Rate:** Rate at which the 'Mech dissipates built-up heat

**Best Weapon Damage (10 Second):** Damage dealt by the 'Mech's most damaging weapon set (ballistic, energy, or missile weapons) when fired continuously for 10 seconds

**Best Weapon Heat (10 Second):** Heat generated by the 'Mech's most damaging weapon set when fired continuously for 10 seconds

#### 'Mech Comparison Table

Name	Weight	Speed	Armor	Max. Heat	Cool Rate	Best Weapon Damage (10 Second)	Best Weapon Heat (10 Second)
Elemental	5	16	1,652	64	7	1,000	125
Uller	30	40	3,852	100	10	1,300	180
Kit Fox	30	40	4,236	100	10	1,417	83
Owens	35	45	4,538	107	10	1,400	73
Hackman	35	45	4,538	107	10	1,000	125
Cougar	35	40	4,182	109	10	1,200	168
Puma	35	40	4,182	109	10	1,400	73
Uziel	50	35	4,952	129	12	2,400	240
Belial	50	35	4,952	129	10	1,800	120
Vulture	60	30	5,501	143	12	1,600	256
Mad Dog	60	35	5,501	143	12	2,000	250
Catapult	65	25	5,778	150	19	2,400	336
Bowman	65	25	5,778	150	17	2,833	167
Thor	70	35	6,053	157	10	2,800	146
Summoner	70	30	6,053	157	18	2,400	336
Mad Cat	75	30	6,327	164	13	2,400	240
Timber Wolf	75	30	6,327	164	10	2,000	250
Atlas	100	20	9,244	200	17	2,400	336
Prometheus	100	20	8,472	200	10	2,833	167
Ragnarok	100	20	7,758	201	11	3,000	200
Ymir	100	20	7,758	201	10	3,000	200

This table is a good reference, but it doesn't tell the whole story. For example, in some cases the 'Mech's most damaging weapons set (the one detailed in the table) isn't very practical. An example would be a Thor, whose best weapon set is an array of machine guns, which are very limited in range.

For information like this, refer to the individual 'Mech descriptions that comprise the rest of this section.

## BattleMechs

The following pages contain entries on every 'Mech in the game.

The information here is more detailed than that of the comparison table. This extra information, plus additional notes, helps you get a better feel for each 'Mech's essential characteristics.

Note that there are a few other differences between 'Mechs, which aren't listed in the stats. Here are some examples:

- 'Mechs can be knocked to the ground if they're hit by a particularly devastating weapon burst. The heavier the 'Mech, the less likely this will happen.
- In addition to having slower foot speed than lighter 'Mechs, heavier 'Mechs' torsos rotate more slowly.
- Heavier 'Mechs drop more armor salvage, when destroyed, than lighter 'Mechs.

Here's a legend explaining the stats that weren't provided in the comparison table, but that *are* provided in the following tables.

**Special Components:** Lists special components such as Jump Jets and AMS (antimissile system).

**Armor:** Shows amount of "armor points" assigned to the 'Mech.

**Weapons:** The weapon tables list energy weapons first, followed by ballistic and then missile weapons. If the 'Mech carries several of a single weapon type, a number in parentheses tells how many.

**10 Second Damage and Heat:** Remember that these numbers are for the whole weapons set—for example, if the 'Mech has three Lasers, these numbers reflect the total damage and heat generated by firing all three for a 10-second period.



### Light 'Mechs

For your purposes, a Light 'Mech is anything under 40 tons.

Light 'Mechs are fast and agile. They aren't particularly durable, but you can use their excellent speed and mobility to dodge shots that bigger 'Mechs couldn't.

Though typically not strong in the firepower department, some Light 'Mechs do in fact boast a good arsenal.

#### Elemental



**Weight:** 5  
**Speed:** 16  
**Max. Heat:** 64  
**Cool Rate:** 7  
**Special Components:** None  
**Armor:** 1,013

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser	600	84
Crossbow SRM (2)	1,000	125

Elementals, also called Battle Armor, aren't actually BattleMechs—but they're covered here because they're essentially "mini-'Mechs." They're proportioned like 'Mechs and carry 'Mech weapons.

You briefly pilot an Elemental in the single-player campaign, but mainly you face them as enemies. Their speed and tendency to jump up and down make them tough to hit. They can also absorb more damage than you might expect.

Elementals actually aren't that fast on foot. Their powerful jets are what make them so agile and hard to deal with.

Try to fight Elementals in open areas at medium to long range. Dense cover just makes them tougher to hit. Homing weapons, like Crossbow or Javelin missiles, are a good choice for destroying them.

#### Uller



**Weight:** 30  
**Speed:** 40  
**Max. Heat:** 100  
**Cool Rate:** 10  
**Special Components:** Jump Jets, AMS  
**Armor:** 2,750

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Laser (2)	1,300	180
Crossbow SRM	500	63

The Uller is the lightest true 'Mech in the game.

It's about what you'd expect—very fast, very small, quite fragile, and not particularly well armed. It can deal pretty respectable damage with its twin Lasers, but the sight of an Uller will never put fear in your heart.

When fighting Ullers, try to maintain medium to long range. Their weapons set is geared toward relatively close-range fighting.

When piloting an Uller, move around as much as possible, and constantly use your AMS.

#### Kit Fox



**Weight:** 30  
**Speed:** 40  
**Max. Heat:** 100  
**Cool Rate:** 10  
**Special Components:** Jump Jets, Null Signature  
**Armor:** 2,750

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser	600	84
Hammer Missile	1,417	83

The Kit Fox is essentially an Uller with a different weapons set. The simple addition of the potent Hammer missile system turns an otherwise unthreatening 'Mech into a legitimate menace.

Hammer missiles are somewhat tricky to use, due to their charge-up period and their lack of homing ability. Therefore, you need to be a skillful shot to get the most out of the Kit Fox.

With only a single Pulse Laser as an alternate weapon, the Kit Fox doesn't have many options. But in such a small 'Mech, the best you can hope for is a single, excellent weapons system, and the Hammer delivers.

Pilots of this 'Mech should maintain medium range—close enough that the Hammer missiles can hit, but far enough to occasionally dodge enemy shots. Opponents should pick it apart at long range, where they can dodge some of those Hammer barrages, or get in extremely close to take down the weakly armored Kit Fox quickly.

## Owens



**Weight:** 35  
**Speed:** 45  
**Max. Heat:** 107  
**Cool Rate:** 10  
**Special Components:** Target Jamming  
**Armor:** 2,946

### Weapons

Weapon	10 Second Damage	10 Second Heat
Machine Gun (2)	1,400	73
Crossbow SRM (2)	1,000	125

The Owens is another fast lightly-armored 'Mech. Interestingly enough, the Owens and its twin, the Hackman, are actually faster than the lighter Uller and Kit Fox.

The Owens' twin machine guns and twin Crossbow SRMs can deal respectable damage, especially against small fast targets and close-up targets.

The lack of a truly devastating weapons package is the main drawback to this design. The Owens has to fight at relatively close range to bring its weapons to bear, but it doesn't have the armor to take a close-up pounding. The fact that

machine guns demand a constant lock, rather than hit-and-run tactics, makes it hard to use this 'Mech effectively. You need to be skillful at close-range maneuvering.

Target Jamming is a real plus. Use it frequently, and when it's combined with the Owens' speed, you can avoid a lot of damage.

When fighting an Owens, stay at long range if possible, and use your heaviest weapons. It will fall quickly.

## Hackman



**Weight:** 35  
**Speed:** 45  
**Max. Heat:** 107  
**Cool Rate:** 10  
**Special Components:** Null  
**Signature**  
**Armor:** 2,946

### Weapons

Weapon	10 Second Damage	10 Second Heat
Gauss Rifle	900	60
Crossbow SRM (2)	1,000	125

The Hackman is an Owens with a different weapons package. It is arguably the superior design.

The difference is the Gauss Rifle. While the Owens' twin machine guns can theoretically deal better damage, the pilot needs to get very close and maintain a constant lock to effectively use the machine guns.

The Hackman's Gauss Rifle, on the other hand, opens the door to hit-and-run tactics. Such tactics are

much more sensible for a small, superfast 'Mech that needs to keep moving and stay out of trouble.

Add in Null Signature, which makes the Hackman very hard to see and hit, and you've got a sniping, hiding, hard-to-catch 'Mech that's guaranteed to frustrate opponents.

## Cougar



**Weight:** 35  
**Speed:** 40  
**Max. Heat:** 109  
**Cool Rate:** 10  
**Special Components:** Jump Jets  
**Armor:** 2,714

### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (2)	1,200	168
Autocannon	500	50
Javelin LRM (2)	800	128

You pilot a Cougar in the game's first mission, and while it's up to the task, you'll probably wish for more firepower.

The Cougar is fast and nimble. Its armor is actually a bit weaker than that of the lighter Owens and Hackman.

The Cougar's three weapons sets offer a range of options against small targets, but fewer, more powerful weapons would make it tougher against other BattleMechs.

When piloting the Cougar, stick to the Pulse Lasers for short-range targets, and use missiles for long-range targets and hit-and-run

battles. The lone Autocannon is useful mainly when it's powered up with salvage, or as a changeup when heat levels are high.

Opponents of the Cougar don't need to maintain any particular distance. It's tough to use inaccurate weapons like Hammer missiles against it, so stick to tracking weapons (other missile types, PPCs) and fast-firing weapons (Gauss Rifles, Autocannons).

### Puma



**Weight:** 35  
**Speed:** 40  
**Max. Heat:** 109  
**Cool Rate:** 10  
**Special Components:** Jump Jets, Null Signature  
**Armor:** 2,714

#### Weapons

Weapon	10 Second Damage	10 Second Heat
PPC	1,200	120
Machine Gun (2)	1,400	73
Crossbow SRM (2)	1,000	125

The Puma is a Cougar with a different weapons package. Once again, as with the Hackman's variation on the Owens, this modification is preferable.

The Puma's PPC adds much-needed punch for fighting enemy 'Mechs. The twin machine guns are not only useful against small close-range targets, but they can be a great change-of-pace weapon when fighting 'Mechs—if they've been

powered up. The Crossbow missiles are also useful against small-to-medium targets, as well as fast-moving enemies.

Null Signature is extremely important as well, offering this small

### Medium 'Mechs

Any 'Mech weighing between 50 and 65 tons is considered a Medium 'Mech. This seemingly narrow weight range contains a good assortment of BattleMechs, however.

### Uziel



**Weight:** 50  
**Speed:** 35  
**Max. Heat:** 129  
**Cool Rate:** 12  
**Special Components:** Jump Jets, AMS  
**Armor:** 3,214

#### Weapons

Weapon	10 Second Damage	10 Second Heat
PPC (2)	2,400	240
Machine Gun	700	37
Crossbow SRM	500	63

The Uziel is the first 'Mech offered in the single-player campaign that offers truly impressive stopping power. Its twin PPCs are a threat that not even an Atlas can ignore.

The Uziel tends to run a little hot. It has somewhat better heat dissipation than the lighter 'Mechs covered so far, but it's hard to stay cool when you're firing twin PPCs. Considering the alternative of having weak weapons instead, that's a good problem to have.

'Mech an opportunity to sneak up on targets and avoid a lot of damage.

Choose this 'Mech over the Cougar whenever you're offered the chance.

The Uziel's smaller weapons are less impressive. It would have been nice to double them up instead of having one machine gun and one Crossbow. As it stands, they're best for taking down minor targets and for conserving powered-up PPC shots.

The AMS is an effective tool for minimizing damage. Use it frequently, and the Uziel becomes even more deadly.

### Belial



**Weight:** 50  
**Speed:** 35  
**Max. Heat:** 129  
**Cool Rate:** 10  
**Special Components:** Jump Jets  
**Armor:** 3,214

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser	600	84
Gauss Rifle (2)	1,800	120
Crossbow SRM	500	63

The Belial is an extremely potent variant of the Uziel. One isn't neces-

sarily superior to the other; your preference largely depends on your fighting style, or the needs of a particular mission.

While the Uziel's twin PPCs deal more raw damage than the Belial's twin Gauss Rifles, the Gauss Rifles are much better suited to long-range sniping. There's also more to think about when using the PPCs; you have to charge them up all the time and watch your heat. The Gauss Rifles are more of a fire-and-forget weapon.

The Belial doesn't have the Uziel's AMS, but its ability to fight at longer ranges makes it somewhat easier to dodge incoming projectiles.

Again, your choice between the Uziel and Belial is really a matter of personal preference. Both are excellent designs.

## Vulture



**Weight:** 60  
**Speed:** 30  
**Max. Heat:** 143  
**Cool Rate:** 12  
**Special Components:** AMS  
**Armor:** 3,571

### Weapons

Weapon	10 Second Damage	10 Second Heat
Laser (2)	1,300	180
Machine Gun	700	37
Javelin LRM (4)	1,600	256

You don't use the Vulture in the single-player campaign, though you can choose it in multiplayer games. You also face it as an enemy during the campaign.

Vultures are capable of dealing a lot of damage at extremely long range. They're less impressive up close, where their Lasers and lone machine gun are best suited to destroying small targets.

Players who like to stand back and fire lots of missiles will like the Vulture. However, it's something of a paper tiger. Its LRMs can be foiled by 'Mechs that use cover wisely, and nullified by 'Mechs with AMS or Target Jamming. Plus, the Vulture is vulnerable in close-range fights.

When fighting a Vulture, either stay back far enough that you can duck behind cover to foil the missiles, or be ready with your Target Jamming or AMS. Optionally, if you have good close-range

weapons and decent speed, close in and fight at point-blank range. The Vulture's LRMs can't fire at targets within a certain minimum range, so you can force the Vulture to use its lesser weapons systems.

## Mad Dog (multiplayer only)



**Weight:** 60  
**Speed:** 35  
**Max. Heat:** 143  
**Cool Rate:** 12  
**Special Components:** None  
**Armor:** 3,571

### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (2)	1,200	168
Autocannon	500	50
Crossbow SRM (4)	2,000	250

The Mad Dog is a variant of the Vulture that packs SRMs instead of LRMs, Pulse Lasers instead of Lasers, and an Autocannon instead of a machine gun.

The Mad Dog must fight at relatively close range to bring its SRMs to bear. The missiles are accurate and more damaging than the Vulture's LRMs, though agile 'Mechs can still dodge them, and AMS or Target Jamming can still foil them.

Your choice of the Vulture or Mad Dog is largely a matter of at what range you're most comfortable fighting.



### Catapult



**Weight:** 65  
**Speed:** 25  
**Max. Heat:** 150  
**Cool Rate:** 19  
**Special Components:** Jump Jets, Target Jamming  
**Armor:** 3,750

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (4)	2,400	336
Javelin LRM (4)	1,600	256

The Catapult, like the Vulture, is another design based around lots of long-range missiles. However, it has a number of key advantages over the Vulture.

The Catapult's Jump Jets and Target Jamming give it enhanced mobility and a useful defensive tool, neither of which the Vulture possesses. Furthermore, its quad Pulse Lasers give it a very potent short-range option. In fact, the Pulse Lasers are more damaging over time than the quad LRMs.

When piloting the Catapult, you can comfortably fight at both long and short range. Use Jump Jets to get to convenient spots, and use Target Jamming frequently.

When fighting against a Catapult, stick to medium or long range—especially if you've got a fairly agile 'Mech, or one with AMS or Target Jamming. This allows you to foil the missiles. Optionally, you can close to short range if you've got a Heavy 'Mech that can dish out more damage per second than the Catapult.



### Bowman



**Weight:** 65  
**Speed:** 25  
**Max. Heat:** 150  
**Cool Rate:** 17  
**Special Components:** Jump Jets, AMS  
**Armor:** 3,750

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Laser (2)	1,300	180
Machine Gun (2)	1,400	73
Hammer Missile (2)	2,833	167

The Bowman is a Catapult variant that uses Hammer missiles. While the Hammers are very potent, they require good aim and should be used at relatively short range. This makes the Bowman a potentially deadly 'Mech, especially in hit-and-run situations, but also a difficult 'Mech to pilot effectively. You need to be comfortable with Hammer missiles to get the most out of it.

The Bowman's other weapons systems are useful as a change of pace, or against small targets.

## Heavy 'Mechs

Heavy 'Mechs are those that weigh between 70 and 80 tons. Once again, this may seem like a very narrow weight range, but it encompasses four of the best 'Mechs in the game.

### Thor



**Weight:** 70  
**Speed:** 35  
**Max. Heat:** 157  
**Cool Rate:** 10  
**Special Components:** Jump Jets, Target Jamming  
**Armor:** 3,929

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Laser (2)	1,300	180
Machine Gun (4)	2,800	147
Crossbow SRM (2)	1,000	125

You pilot a Thor at least once in the single-player campaign. The Thor's focus on close-range combat makes it a bit tricky to use, especially if you're used to long-range sniping. Make no mistake, this is a powerful 'Mech, but it requires a mental adjustment.

Use the Thor's Lasers on the longest-range targets, such as turrets and BattleMechs that are still fairly distant. Engage Target Jamming as you close the distance, then open up with your quad machine guns when you've closed the gap. The quad machine guns are very potent, especially when powered up.

The Thor (along with its variant, the Summoner) is the heaviest

'Mech you have access to with Jump Jets. It also possesses good speed for its size. The speed and jetting ability make it ideal for certain late-game missions that demand good power yet offer advantages for 'Mechs that can jump and move quickly.

### Summoner



**Weight:** 70  
**Speed:** 30  
**Max. Heat:** 157  
**Cool Rate:** 18  
**Special Components:** Jump Jets  
**Armor:** 3,929

#### Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (4)	2,400	336
Autocannon (2)	1,000	100
Hammer Missile	1,417	83

The Summoner is a Thor with more balanced weapons systems. This balance can be an asset, but more often than not the Thor is preferable. A specialized 'Mech like the Thor has weaknesses (in this case, long-range fighting ability), but it's easy to pilot because you know exactly what you have to do.

The Summoner packs very good close-range punch, courtesy of the Pulse Lasers, and good medium-range

punch, courtesy of the Autocannons and Hammer missiles. Long-range combat isn't a strong suit, though, as the Autocannons are somewhat inaccurate at long range, and the Hammers are easy to dodge.

Pilot the Summoner much like you'd pilot a Thor, but remember that you have a little latitude to fight at longer ranges.

### Mad Cat



**Weight:** 75  
**Speed:** 30  
**Max. Heat:** 164  
**Cool Rate:** 13  
**Special Components:** Target Jamming  
**Armor:** 4,107

#### Weapons

Weapon	10 Second Damage	10 Second Heat
PPC (2)	2,400	240
Machine Gun (2)	1,400	73
Javelin LRM (4)	1,600	256

The Mad Cat is one of the most distinctive and feared BattleMechs in the Inner Sphere and beyond. This Clan design is geared toward sheer long-range destruction, though its twin PPCs can be used up close as well.

The Mad Cat combines heavy armor with good mobility and

frightening firepower. When piloting this beast, maintain medium to long range and pound the target with your PPCs. Use missiles to take out smaller targets at range, or alternate them with PPC shots to create an extremely deadly (and extremely high-heat) onslaught. Use the machine guns on small targets at close range, and as a changeup when heat levels are high.

Target Jamming is a great addition, allowing the already-potent Mad Cat to evade damage from weapons that would usually lock on with great accuracy.

There's no easy way to fight a Mad Cat. The PPCs are just as deadly at short range as at long range. Keep your distance and try to dodge the PPC shots and missile barrages (or block them with cover).

When piloting a Mad Cat, watch the heat levels. This 'Mech runs very hot when you use its weapons to their full potential.



## Timber Wolf



**Weight:** 75  
**Speed:** 30  
**Max. Heat:** 164  
**Cool Rate:** 10  
**Special Components:** None  
**Armor:** 4,107

## Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (2)	1,200	168
Gauss Rifle (2)	1,800	120
Crossbow SRM (4)	2,000	250

The Timber Wolf is a deadly variant of the Mad Cat. As with the Uziel and Belial, it's difficult to call one superior to the other; it all boils down to mission requirements and personal preferences.

If you love sniping, you'll love the Timber Wolf. Its twin Gauss Rifles deal less damage than the Mad Cat's twin PPCs, but they generate much less heat and don't demand a charge-up. The Timber Wolf doesn't have the Mad Cat's Target Jamming, but the Gauss Rifles allow you to fight at long range and pop in and out of cover.

When piloting a Timber Wolf in a typical fight, you can choose either to hang back and fight the whole battle at long range, or close the gap somewhat and fire alternating Gauss Rifle and SRM shots. The net effect is devastating.

## Assault 'Mechs

An Assault 'Mech weighs between 90 and 100 tons. Actually, all the models in *MechAssault™* are 100-tonners, but they're a diverse and deadly lot. They include a pair of previously unseen designs built with LosTech (lost technology) weapons and defensive systems.

## Atlas



**Weight:** 100  
**Speed:** 20  
**Max. Heat:** 200  
**Cool Rate:** 17  
**Special Components:** AMS  
**Armor:** 6,000

## Weapons

Weapon	10 Second Damage	10 Second Heat
Pulse Laser (4)	2,400	336
Autocannon (4)	2,000	200
Javelin LRM (2)	800	128

The Atlas is the archetypal Assault 'Mech. It's slow, but it packs on a remarkable amount of armor and bristles with weaponry.

At first, the Atlas's quad Autocannons may seem like a disappointment, especially to those who

may have hoped for multiple PPCs or Gauss Rifles. While it's true that the Autocannons aren't as individually potent as either of those weapons, or as accurate at long range, they have two things going for them.

First, they're easy-to-use weapons that combine good range, good rate of fire, and comparatively low heat production. Second, while a lone Autocannon may not be that powerful, four of them are enough to knock a 'Mech on its back. Weapons that knock the target down are extremely valuable in both single-player and multiplayer. A 'Mech that's lying down is an easy target and is probably as good as dead.

The Atlas's quad Pulse Lasers provide excellent short-range power. A good strategy is to lead in with the Autocannons, then switch briefly to Pulse Lasers for short-range fighting. Also use them against small targets. Don't fire them for too long, though, as they overheat the Atlas.

The LRMs are useful for taking down turrets and other small threats at close range.

When fighting against an Atlas, stay as far back as possible, at ranges where the quad Autocannons aren't particularly accurate. Hammer the Atlas with PPCs and Gauss Rifles (if you've got them), and make good use of cover.

## Prometheus



**Weight:** 100  
**Speed:** 20  
**Max. Heat:** 200  
**Cool Rate:** 10  
**Special Components:** AMS  
**Armor:** 5,500

### Weapons

Weapon	10 Second Damage	10 Second Heat
Laser (3)	1,950	270
Gauss Rifle (2)	1,800	120
Hammer Missile (2)	2,833	167

The Prometheus is a sniper variant of the Atlas that features twin Gauss Rifles instead of quad Autocannons, and triple Lasers instead of quad Pulse Lasers. It also has twin Hammer missile launchers, which provide a lot of midrange punch.

The result is a more balanced 'Mech that can comfortably fight at long range, but one that is less likely to knock a target down.

Which 'Mech is right? The Prometheus is better in missions that offer lots of sniping opportunities, as well as against enemies that like to hang back and dodge. The Atlas is more effective if you can get to medium range and unleash the Autocannons.



## Vehicles, Buildings, and Terrain Features

You face 'Mechs aplenty in *MechAssault*™, but you must also deal with vehicles, turrets, a variety of structures, and difficult terrain. This section deals with everything that can hurt you that's *not* a BattleMech.

### Vehicles and Non-'Mech Enemies

Your biggest and most formidable enemies are always 'Mechs. However, you also face a wide variety of vehicles and other non-'Mechs in *MechAssault*™. These enemies range from minor nuisances to legitimate threats. This section covers them in detail so you can determine their threat level as soon as you see them.

Several stats are provided for each enemy. These include:

**Armor:** The amount of armor the enemy possesses.

**Top Speed:** Its maximum speed. Note that top speed and agility aren't necessarily the same. Elementals have poor top speed but excellent agility, so they're still hard to hit.

**Weapon(s):** If there are multiple weapons, both are listed here, separated by commas.

**Damage per Shot:** If there are multiple weapons, each weapon's damage is listed here, separated by commas.

**Reload Time:** Reload time is listed in seconds. Reload time is listed for each weapon, separated by commas.

### Infantry



Infantry are nearly insignificant. They fire small arms and handheld rocket launchers, which deal little damage. If you allow them to survive for too long, they can slightly damage your 'Mech.

Always take out other threats before infantry. Then either squash them underfoot, or use machine guns, Pulse Lasers, or missiles to destroy them.

### Battle Armor (aka Hybrid Power Armor)



**Armor:** 500

**Top Speed:** 16

**Weapon(s):** Level 1 Vehicle Laser, Level 1 Vehicle SRM (1)

**Damage per Shot:** 24, 33

**Reload Time:** 1.5, 1.3

Battle Armor are essentially tiny 'Mechs with great mobility. Their top speed isn't as fast as that of a fast 'Mech, but they're extremely maneuverable, and they spend a lot of time in the air.

Try to fight Battle Armor out in the open. Stay back and use missiles or Lasers. PPC shots track the enemy well, so those work nicely too.

Don't ignore Battle Armor, and don't fight them in rough terrain if you can help it.

### TIP

Late in the single-player campaign you'll pilot an Elemental, which is nearly identical to Hybrid Power Armor (save an additional missile launcher). Everything said here about Hybrid Power Armor applies to Elementals.

### Tanks

There are a wide variety of tanks in the game. Here's a look at every tank, listed roughly in ascending order of power.

#### Galleon



**Armor:** 150

**Top Speed:** 30

**Weapon(s):** Level 2 Vehicle Pulse Laser

**Damage per Shot:** 6

**Reload Time:** 0.2

The Galleon is a small, fast, lightly armored tank that's more a nuisance than a major threat. Destroy it quickly with fast-firing weapons.

#### Harasser



**Armor:** 150

**Top Speed:** 30

**Weapon(s):** Level 1 Vehicle SRM (2)

**Damage per Shot:** 32

**Reload Time:** 1.3

The Harasser is as fast and fragile as the Galleon, but it uses short-range missiles instead of Lasers. This makes it easy to destroy the Harasser before it ever gets within range to use its weapons.

# Vehicles, Buildings, and Terrain Features

## Hunter



**Armor:** 150  
**Top Speed:** 30  
**Weapon(s):** Level 2 Vehicle SRM (3)  
**Damage per Shot:** 98  
**Reload Time:** 1.3

The Hunter is a big step up from the Harasser. It packs on more and better missile launchers, without sacrificing speed. The end result is a vehicle that, while still fragile and short ranged, can pose problems if you let it hang around too close. Destroy it from afar.

## J. Edgar



**Armor:** 150  
**Top Speed:** 30  
**Weapon(s):** Level 2 Vehicle Autocannon  
**Damage per Shot:** 63  
**Reload Time:** 2.5

The J. Edgar is another fast, fragile tank. It uses an Autocannon instead of missiles, it has good range, and it's fairly hard to dodge the tank's shots. The end result is another tank you can and should destroy quickly, before the cumulative damage from its weapon becomes a problem.

## Bulldog



**Armor:** 300  
**Top Speed:** 25  
**Weapon(s):** Level 2 Vehicle Autocannon,  
Level 1 Vehicle SRM (2)  
**Damage per Shot:** 63, 33  
**Reload Time:** 2.5, 1.3

The Bulldog is a step up in durability from the first few tanks listed here, but a step down in speed. It possesses both an Autocannon and short-range missiles, so it has decent firepower. Maintain good range when fighting a Bulldog, and destroy it before it gets close.

## Manticore



**Armor:** 300  
**Top Speed:** 20  
**Weapon(s):** Level 1 Vehicle Autocannon,  
Level 1 Vehicle LRM (2)  
**Damage per Shot:** 31, 60  
**Reload Time:** 2.5, 3

The Manticore has decent armor but poor speed. Its weapons systems are popguns, but the LRMs can travel across long distances, so it can usually get in a shot or two before you destroy it. Take it down quickly and try to dodge the missiles.

## Rapier



**Armor:** 300  
**Top Speed:** 25  
**Weapon(s):** Level 1 Vehicle LRM (6)  
**Damage per Shot:** 180  
**Reload Time:** 3

The Rapier is a formidable tank that combines decent speed, decent armor, and a whole lot of long-range missiles. The sheer number of missiles makes it a legitimate threat that you should deal with quickly.

As usual, try to dodge the missiles, or stand near an obstacle that shields you from them.

## Vedette



**Armor:** 300  
**Top Speed:** 30  
**Weapon(s):** Level 2 Vehicle Autocannon (2)  
**Damage per Shot:** 125  
**Reload Time:** 2.5

The Vedette is a fast tank with decent armor and a pair of Autocannons, which are quite hard to avoid. This is another tank that you should focus on immediately and destroy quickly.

### Schrek



**Armor:** 600  
**Top Speed:** 20  
**Weapon(s):** Level 2 Vehicle Laser (3)  
**Damage per Shot:** 146  
**Reload Time:** 1.5

The Schrek is an extremely heavy tank. It's slow, but its armor is tough enough that you can't pop it open with a couple of missiles like you can with the weaker tanks. Use heavier weapons (like PPCs) to quickly take the Schrek down.

The Schrek's weapons are extremely potent—comparable, in fact, with some small 'Mechs' weapon systems—and have decent range. Deal with it before it gets too close.

### Partisan



**Armor:** 600  
**Top Speed:** 20  
**Weapon(s):** Level 2 Vehicle Autocannon (4)  
**Damage per Shot:** 250  
**Reload Time:** 2.5

The Partisan, like the Schrek, is a big, slow, heavily armored beast that packs enough firepower to make it a genuine threat. Its quad Autocannons deal excellent damage at good range, making this a tank you cannot ignore. Use heavy weapons to destroy it quickly.

### Grunt



**Armor:** 800  
**Top Speed:** 20  
**Weapon(s):** Vehicle Mortar (3)  
**Damage per Shot:** 300  
**Reload Time:** 4

The Grunt carries mortars that deliver indirect fire. Keep moving while facing the Grunt, or you'll get pegged with substantial damage.

The Grunt is slow, but it features the heaviest of all tank armor. Actively search for it, then target it immediately. It's easy to miss the Grunt because its shots come from above. Don't make that mistake.

### Aircraft

There are a few different sorts of aircraft in *MechAssault*™. Here's a quick review of them.

#### Assorted Planes

You encounter various planes at certain spots in the single-player campaign. None of these planes, from bombers to scout aircraft, attacks you. All of them fall easily to any weapon.

#### Ferret Scout Chopper



**Armor:** 50  
**Top Speed:** 60  
**Weapon(s):** Level 1 Vehicle Pulse Laser (2)  
**Damage per Shot:** 6  
**Reload Time:** 0.25

The Ferret deals only minor damage and can be shot down by just about anything you send its way. Its main advantage is its speed, and the fact that you must scan the sky to find it.

Take these helicopters down quickly, ideally with missiles.

If you're facing a large group of enemies, Scout Choppers aren't a high priority. Get rid of bigger threats first, then clear the skies.



# Vehicles, Buildings, and Terrain Features

## Warrior Attack Chopper



**Armor:** 100  
**Top Speed:** 55  
**Weapon(s):** Level 1 Vehicle Laser, Level 1 Vehicle LRM (2)  
**Damage per Shot:** 24, 60  
**Reload Time:** 1.5, 3

These helicopters feature somewhat better weapon range and damage than the Ferret, though they still aren't as deadly as a heavy tank. Again, destroy them quickly with missiles, unless you're facing a variety of threats at the same time. In that case, deal with the higher-powered ground threats before taking out the helicopters.

## Buildings

*MechAssault™*'s maps are packed with diverse buildings and structures. Most of these buildings can be used against the enemies. You can hide behind the bigger ones for cover, or blow them up to get a better shot at something behind them.

Some buildings are important for other reasons, though. Some of them attack you, some contain salvage, and some of them actually produce enemy units. Here's a look at the most important buildings.

### TIP

**Taking down buildings causes massive damage for enemies!**

## Turrets

Turrets can dish out substantial damage in a short period of time. Always try to destroy them from the longest possible range, and never blunder into a spot where you expose yourself to fire from several turrets at once.

### Bridge Pulse Laser Turret



**Armor:** 100  
**Weapon(s):** Level 1 Vehicle Pulse Laser  
**Damage per Shot:** 4  
**Reload Time:** .25

These minor turrets are found hanging under bridges. Destroy them quickly with any convenient weapon; anything will do.

### Pulse Laser Pop-up Turret



**Armor:** 100  
**Weapon(s):** Level 1 Vehicle Pulse Laser  
**Damage per Shot:** 4  
**Reload Time:** .25

These turrets start out in a "dormant" state, then pop open to fire. They deal minimal damage but, like all turrets, should be dealt with quickly.

## Dual Pulse Laser Pop-up Turret



**Armor:** 200  
**Weapon(s):** Level 1 Vehicle Laser (2)  
**Damage per Shot:** 49  
**Reload Time:** 1.5

Dual Pulse Laser Pop-up Turrets are similar to the single-laser variety. As you might expect, they deal about twice as much damage. They're also twice as durable.

## Heavy Laser Turret



**Armor:** 300  
**Weapon(s):** Level 2 Vehicle Laser  
**Damage per Shot:** 49  
**Reload Time:** 1.5

Heavy Laser Turrets deal the same damage as Dual Laser Pop-up Turrets. They're more durable, though, so they require multiple shots, or shots from heavy weapons, to destroy them.

### Temporary Autocannon Turret



**Armor:** 100  
**Weapon(s):** Level 1 Vehicle Autocannon  
**Damage per Shot:** 31  
**Reload Time:** 2.5

These small turrets are easy to set up, so they're commonly found guarding temporary bases and hastily erected camps. They deal unremarkable damage but should be taken down quickly nonetheless.

### Autocannon Turret



**Armor:** 150  
**Weapon(s):** Level 1 Vehicle Autocannon  
**Damage per Shot:** 31  
**Reload Time:** 2.5

Standard Autocannon Turrets don't deal any more damage than the temporary variety, but they are somewhat better armored.

### Heavy Autocannon Turret



**Armor:** 200  
**Weapon(s):** Level 2 Vehicle Autocannon  
**Damage per Shot:** 63  
**Reload Time:** 2.5

Heavy Autocannon Turrets are some of the more formidable turrets you face. They deal good damage, and it's fairly hard to dodge their shots. They're also quite well armored.

### Dual Autocannon Fort Turret



**Armor:** 500  
**Weapon(s):** Level 1 Vehicle Autocannon (2)  
**Damage per Shot:** 63  
**Reload Time:** 2.5

Dual Autocannon Fort Turrets deal comparable damage to Heavy Autocannon Turrets, but they're over twice as well armored. That means you should always attack these turrets with PPCs, Gauss Rifles, or other heavy-hitting weapons.

### SRM Turret



**Armor:** 250  
**Weapon(s):** Level 2 Vehicle SRM (2)  
**Damage per Shot:** 65  
**Reload Time:** 1.3

SRM (short-range missile) Turrets deal better damage than any turret except the Mortar Turret. While it's possible to avoid the missiles, especially if you're agile, a better bet is simply to take advantage of the missiles' short range and destroy the turret from afar.

### LRM Turret



**Armor:** 250  
**Weapon(s):** Level 2 Vehicle LRM (2)  
**Damage per Shot:** 120  
**Reload Time:** 3

LRM Turrets don't deal quite as much damage as SRM Turrets, but they have the benefit of longer range. Destroy them from the longest possible range, and try to use terrain obstacles to block the missiles.

# Vehicles, Buildings, and Terrain Features

## Mortar Turret



**Armor:** 400

**Weapon(s):** Level 1 Vehicle Mortar (3)

**Damage per Shot:** 300

**Reload Time:** 4

Mortar Turrets are the most damaging turrets of all. They fire high-arching, indirect shots that you never see coming. You should start moving when the turret fires, hopefully getting outside the range of the shells by the time they hit.

These are the second most durable turrets in the game, so use your best weapons to take them out.

## Salvage Structures



Keep a sharp lookout for the types of structures that tend to contain salvage. These include bunkers, walk-in

warehouses, and small, open buildings that have a roof but no walls.



The most common salvage-containing structures are pictured here.

Salvage *can* appear in other spots as well. It's very commonly found inside trucks, both moving and parked. It's sometimes found packed up against the side of a building, as opposed to inside it. And sometimes it's hidden in a cave, a group of trees, or some other secret locale.

Very occasionally, you find salvage in big office-style buildings, but this is very rare. Refer to individual campaign missions' maps for the locations of every salvage item.

## Depots

Some buildings are capable of producing a constant supply of enemies. These structures must be given the very highest priority. Destroy them first, then deal with the vehicles they created. If you handle it the other way around, you're likely to fight an endless battle against a nonstop stream of foes.



Tank Depots churn out tanks at a fast rate. They're a serious threat.



Helicopter Depots are less of a threat because helicopters aren't as damaging as tanks. Also, Helicopter Depots tend not to churn out helicopters as quickly as Tank Depots create tanks. You should still destroy them quickly, though.



'Mech Depots are the most dangerous depots of all. They create an assortment of 'Mechs (often Ullers and Uziels) at a fairly high rate. You absolutely *must* destroy these things the instant you find them.

### Terrain Features

There are a few terrain features you should be aware of. Here's a look at the most significant.

#### Sheer Cliffs and Steep Slopes



'Mechs equipped with jump jets can jump across chasms and fly up slopes that 'Mechs without the jets could never reach.

Some cliffs are so high that even 'Mechs with jump jets can't get there. A couple of tries is usually sufficient to determine whether you can get somewhere, with or without the jets.

#### Shallow Water



Shallow water that comes up to your 'Mech's midleg (or lower) is beneficial. Standing in shallow water dissipates heat quickly, allowing you to fire PPCs, multiple missiles, and other heat-generating weapons without sustaining as much heat buildup as usual. Watch out, 'Mechs move slower in shallow water.

#### Deep Water



Be very careful in water that gets above your 'Mech's midleg. Standing in deep water deals constant, severe damage that rivals anything an enemy 'Mech can dish out.

Avoid deep water at all costs. If you find yourself getting in too deep, back up and look for a bridge or an alternate path across the water. Or use jump jets.

#### Lava



Lava has the opposite effect of water. Standing in lava cranks up your 'Mech's heat level, making it harder than usual to fire heat-intensive weapons. Obviously, this is a good reason to avoid lava (if at all possible).

#### Bridges



Bridges can be a handy way of crossing water, lava, or deep chasms. However, they can also be very dangerous. Standing on a bridge as it collapses is a good way to get your 'Mech destroyed—even if it's not a very tall bridge.

If there are enemies in the area, avoid bridges that you don't have to cross. Walk around the bridge if the water is shallow, or fly over it if you have jets. Otherwise, destroy all enemies in the vicinity, *then* cross.

#### Ice Formations and Rock Formations



Ice and rock formations can often be shot apart with repeated weapons fire. This is important for two reasons. First, if such a formation is overhead, you might want to avoid walking under it. Or just shoot it until it collapses, then walk through.

Second, shooting ice or rock formations can sometimes reveal hidden passages or caves.

# Vehicles, Buildings, and Terrain Features

## Tables

The following tables summarize the toughness of vehicles and turrets.

The stats listed here are the same as the ones given for each vehicle and turret above, plus "10 Second Damage," which measures the vehicle or turret's damage potential over a 10 second time frame.

### Vehicle Comparison Table

Name	Armor	Top Speed	Weapon(s)	Damage per Shot	Reload Time	10 Second Damage
Galleon	150	30	Level 2 Vehicle Pulse Laser	6	0.2	300
Harasser	150	30	Level 1 Vehicle SRM (2)	33	1.3	250
Hunter	150	30	Level 2 Vehicle SRM (3)	98	1.3	750
J. Edgar	150	30	Level 2 Vehicle Autocannon	63	2.5	250
Bulldog	300	25	Level 2 Vehicle Autocannon, Level 1 Vehicle SRM (2)	63, 33	2.5, 1.3	250, 250
Manticore	300	20	Level 1 Vehicle Autocannon, Level 1 Vehicle LRM (2)	31, 60	2.5, 3	125, 200
Rapier	300	25	Level 1 Vehicle LRM (6)	180	3	600
Vedette	300	30	Level 2 Vehicle Autocannon (2)	125	2.5	500
Schrek	600	20	Level 2 Vehicle Laser (3)	146	1.5	975
Partisan	600	20	Level 2 Vehicle Autocannon (4)	250	2.5	1,000
Grunt	800	20	Level 1 Vehicle Mortar (3)	300	4	750
Elemental (Battle Armor)	500	16	Level 1 Vehicle Laser, Level 1 Vehicle SRM (2)	24, 33	1.5, 1.3	163, 254
Ferret Scout Chopper	50	60	Level 1 Vehicle Pulse Laser (2)	6	0.25	248
Warrior Attack Chopper	100	55	Level 1 Vehicle Laser, Level 1 Vehicle LRM (2)	24, 60	1.5, 3	163, 200

### Turret Comparison Table

Name	Armor	Weapon(s)	Damage per Shot	Reload Time	10 Second Damage
Bridge Pulse Laser Turret	100	Level 1 Vehicle Pulse Laser	4	0.25	150
Heavy Laser Turret	300	Level 2 Vehicle Laser	49	1.5	325
Dual Laser Pop-up Turret	200	Level 1 Vehicle Laser (2)	49	1.5	325
Pulse Laser Pop-up Turret	100	Level 1 Vehicle Pulse Laser	4	0.25	150
Temporary Autocannon Turret	100	Level 1 Vehicle Autocannon	31	2.5	125
Dual Autocannon Fort Turret	500	Level 1 Vehicle Autocannon (2)	63	2.5	250
Heavy Autocannon Turret	200	Level 2 Vehicle Autocannon	63	2.5	250
Autocannon Turret	150	Level 1 Vehicle Autocannon	31	2.5	125
SRM Turret	250	Level 2 Vehicle SRM (2)	65	1.3	500
LRM Turret	250	Level 2 Vehicle LRM (2)	120	3	400
Grunt Mortar Turret	400	Level 1 Vehicle Mortar (3)	300	4	750

## Combat and General Strategy

If you've read the first three sections, you now have a good understanding of *MechAssault*™'s BattleMechs. You also know what the 'Mechs' weapons are capable of, and you've learned about the other important elements on Helios, including vehicles, structures, and terrain features.

What you *haven't* learned yet is how to use this information in a practical way. This section is filled with practical advice, providing strategies for fighting, exploring, and succeeding in a typical campaign mission.

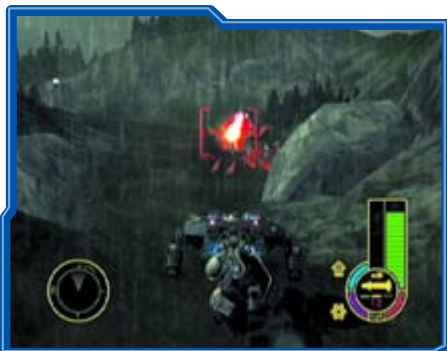
### Movement in Missions

Smart movement is the key to success in *MechAssault*™.

Anyone can shoot a target, but shooting only gets you so far. If you aren't moving your 'Mech intelligently, you'll be reduced to a smoking pile of rubble.

Here are some crucial tips on getting from point A to point B, without getting into too much trouble along the way.

### Live by the Sensor Screen



Your Sensor screen (essentially radar) is located in the bottom-left corner of the screen. It shows the following information:

**Mission Objective:** Yellow triangle  
**Enemy Unit (non-'Mech):** Red dot  
**Enemy 'Mech:** Red square  
**Airborne Enemy:** Red triangle  
**Friendly 'Mech:** Blue square  
**Non-Threatening Airborne Unit:** Blue triangle

In addition, a small, yellow indicator on the circle's edge points toward objectives outside Sensor range.

This display contains a wealth of information, and you shouldn't ignore it. In fact, you can't be successful if you do ignore this screen.

Get in the habit of keeping one eye on the Sensor screen and the other on the world in front of your 'Mech. When enemies appear on the Sensor, use one of the techniques described in the next few pages.

### Clean and Go



Always fight as few enemies as possible at any given time. If you're facing seven 'Mechs, for example, you don't want them all firing at you simultaneously. Nobody can withstand that kind of beating.

Instead, fight them a couple at a time—or better still, one at a time.

To ensure that you aren't always fighting legions of enemies at the same time, you should use



# Combat and General Strategy

a technique known as “Clean and Go.” Here’s how:

1. Constantly watch the Sensor screen. Stop or slow down the instant that enemies appear there.
2. If possible, deal with these enemies from your current position, using a long-range weapon. If you have no shot, look for places you can stand in order to get a shot—*without* moving forward.
3. If you can’t get a shot, wait a moment. Moving enemies sometimes come to you.
4. If you can’t do any thing about the target(s) without advancing, then advance. However, be prepared to retreat if you stumble into a hornet’s nest of enemy activity.

This might seem like a very cautious strategy, and it *is*. The alternative is to charge in, guns blazing, and find that you’re hopelessly outnumbered and outgunned.

“Clean and Go” becomes second nature after you’ve used it for a while.

## Beware Thresholds



Thresholds are “trigger” spots on the map. A common example is a gate in a city wall. As you guide your 'Mech through the gate, a pair of enemy 'Mechs might power up and attack.

Thresholds can be anywhere. They don’t have to be clearly marked by gates or walls. You need to be aware of them because walking through them often brings a swarm of foes down on you.

If you’re approaching a spot that seems a likely candidate for a threshold, be extra cautious. Try even harder than usual to destroy every enemy in range *before* crossing the threshold. Otherwise, you’ll have to fight the enemies you neglected, along with any newcomers summoned when you cross the threshold.

## Punch Through



There are exceptions to every rule.

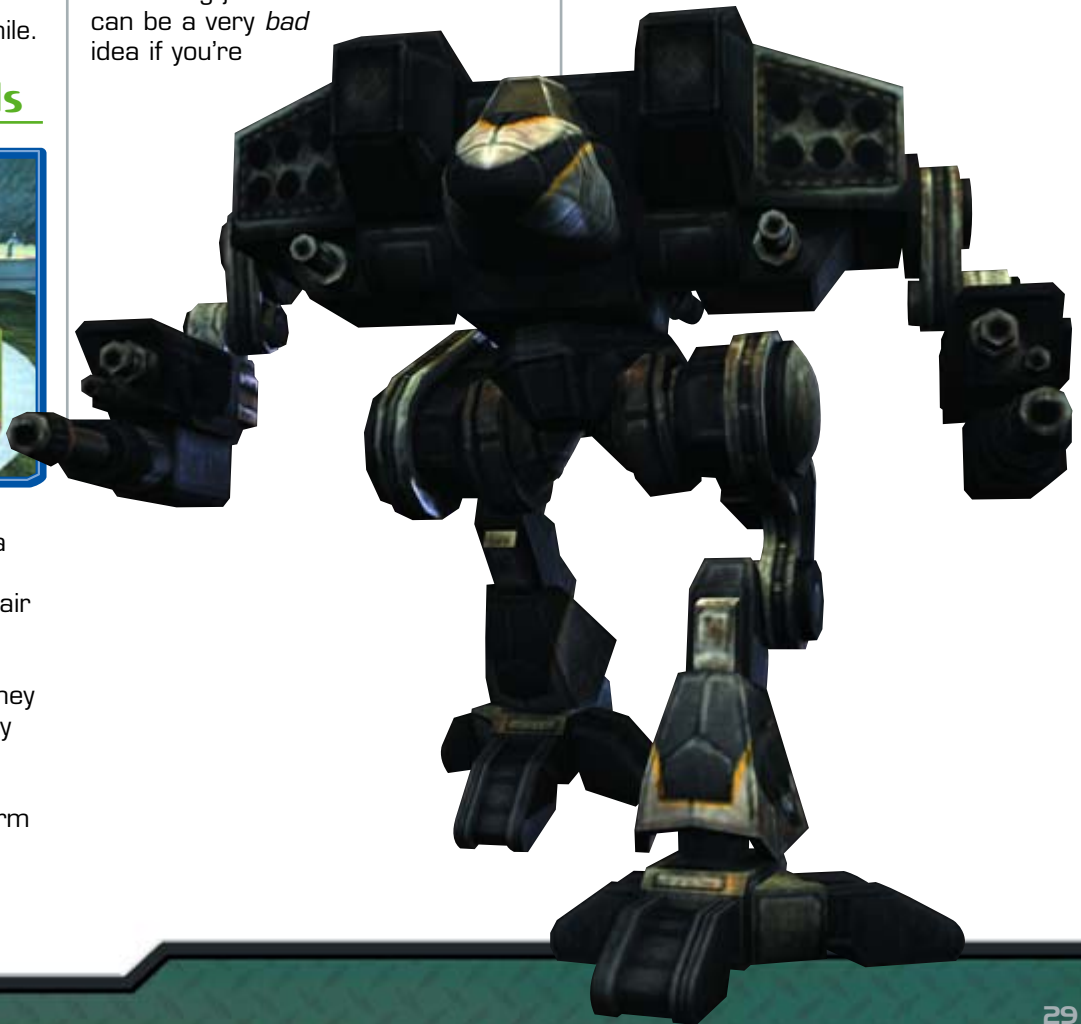
Standing just outside a threshold can be a very *bad* idea if you’re

facing an infinite supply of enemies. For example, say you’re standing outside a city gate. You identify the gate as a likely threshold, so you hang back and use your Gauss Rifles to blast the helicopters and tanks inside the city. You clear away every target in sight.

Just as you’re about to cross the threshold, however, you find that more helicopters and tanks are showing up in the same general area where the first few appeared. So you step back and deal with them too.

If yet *another* wave of enemies shows up after the second one, you should be very suspicious. There are probably Tank and Helicopter Depots inside the city. If that’s the case, you’ll never get anywhere by standing outside and shooting vehicles. It will go on forever.

The solution is to charge in, ignoring your enemies for a short time, and try to destroy the



depots as quickly as possible. Only then should you turn your attention back to the individual helicopters and tanks.

### Figure the Angles



Sometimes you're forced to enter an area where there are enemies on all sides, and you can't easily pick them off from a distance.

For example, say you're walking in a valley that ends in a T. There are turrets down both sides of the T, and walking into the T exposes you to fire from both sides.

In this case, inch forward until you get an angle at one turret, fire at it, then retreat a step. Repeat this process again and again, going after the easiest target each time until you're in the clear. You may want to alternate sides, first firing at a turret in one direction, then retreating and shooting at a turret in the other direction.

### Fight and Retreat



If you're fighting a tough 'Mech (or 'Mechs), retreating can be an excellent technique. It allows you to

keep space between you and the enemy, which allows you to effectively dodge. You can also duck behind obstacles as you retreat.

### Combat Strategies

There are two essential parts to combat: destroying enemies quickly, so they don't have much chance to respond, and avoiding damage in the meantime.

### Destroy Your Enemies Quickly and Effectively

It's important to destroy enemies as quickly as possible. The faster they go down, the less time they have to return fire. Here are some tips to help you do just that.

### Match Weapons to Targets



There are no rules on which weapons to use, but you should try to use weapons that fit your situation. Here are a few guidelines on what to use against various targets:

**Structures:** Any weapon without salvage power-ups will do, as you don't want to waste power-ups on non-threatening targets. If all weapons are powered up, use your weakest weapons.

**Infantry:** Use machine guns or Lasers. If you can, step on them.

**Tank:** PPCs or Gauss Rifles are great if you can target them at long range. Missiles or Lasers are better

at medium to short range. Heavier tanks demand heavier weapons.

**Aircraft:** Aircraft can be tricky to hit. Most missiles lock onto the target and home-in to some degree—so missiles are a good bet.

**BattleMechs:** Use your very best weapons on BattleMechs. Usually, these are Gauss Rifles, PPCs, or Autocannons, though large clusters of missiles are also good. Machine guns and Lasers can be effective at close range, especially if you've collected power-ups.

### Consider Number of Weapons and Salvage Power-ups



A PPC deals more damage than a machine gun. But what if your 'Mech has one PPC and four machine guns? The machine guns, as a group, are the most damaging weapons.

Of course, the machine guns demand that you get close to the enemy and aim at him for a prolonged period of time. This exposes you to a lot of return fire. You must decide what's more important to you in any given situation—pure damage, or the ability to hit and run.

Salvage affects the amount of damage your weapons deal. Therefore, if you have two weapons systems that deal fairly similar damage, and only one of them is powered up to Level 2 or 3, use the system that's powered up.

# Combat and General Strategy

## Push the Heat Limits



Firing weapons causes your weapons' heat to rise. You are temporarily unable to fire when your heat levels get too high.

Don't fear heat buildup. In your toughest battles, your 'Mech's heat often reaches critical levels. That's fine. If you never push your 'Mech's heat into the red zone, you probably aren't firing fast enough.

If heat levels become truly critical, try to quickly maneuver behind an obstacle. Just a couple of seconds to cool off can really make a difference.

## Quickly Switch Weapons for Maximum Damage



Some weapons work best if you stick with them through the whole fight. Other weapons should be juggled within the fight to maximize damage.

The PPC is a weapon that you need to stick with. You need to hold down the firing button for a while before releasing a PPC shot. There's little benefit to constantly switching between PPCs and

other weapons because you still need to put in the time holding down the button.

Gauss Rifles are weapons that should be juggled. They generate very little heat but have a long reload time. A great strategy in an intense fight is to fire your Gauss Rifles, quickly switch to another weapon system (like missiles), fire one or two quick shots with that, then switch back to the Gauss Rifles. If you never switch from the Gauss Rifles, you'll waste a lot of time waiting for them to reload.

## Dealing with Multiple 'Mechs

When fighting multiple 'Mechs, pick one 'Mech and concentrate all your fire on it. Try to avoid spreading your fire evenly between two or three enemies; concentrate on one, take it down quickly, and the odds will turn in your favor.

It's often best to target the heaviest 'Mech first. Sure, it takes a lot of punishment, but it's also your biggest threat. Also, bigger 'Mechs are easier to hit, and they drop more armor salvage when they explode. Grabbing that salvage is often the key to staying alive.

Use obstacles (buildings, walls, ridges) to shield yourself from the 'Mechs you *aren't* focusing on. The fewer 'Mechs that can see you, the better.

Finally, if there are no useful obstacles, try to line up the 'Mechs. If you can get one behind the other, the 'Mech at the rear can't fire at you without hitting his comrade.

## Choose an Effective Range



The range at which you fight should be partially determined by your best weapons system. If your best weapons are quad machine guns (as they are on a Thor BattleMech), you should often fight up-close. Hide behind corners and pop out when enemies are nearby.

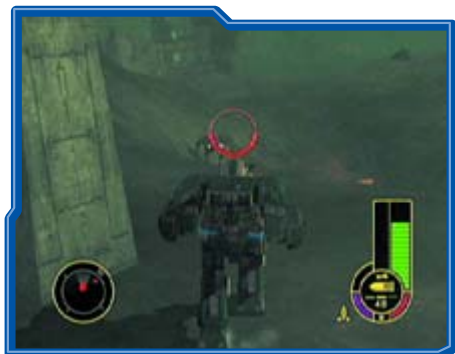
If you have twin Gauss Rifles, you have the ultimate sniper weapons. Fight at long range as much as possible.

## Avoiding Damage

The less glamorous half of the combat equation is not getting hurt. It's probably the more important half, though, because there's a limit to how much punishment your 'Mech can take. Here are some tips on not getting hurt.



### Maintain Medium to Long Range



Fighting at long range makes it easier to dodge incoming projectiles. Fighting at close range means you're likely to get involved in a slug-fest and suck up as much damage as the enemy can dish out.

Close-range battles aren't always bad, especially if your 'Mech is more heavily armored than your target, or has weapons that excel at close range. But on campaign missions, conserving health usually wins out over getting up-close and personal.

Obviously, there are situations that demand an up-close approach. Piloting a Thor BattleMech demands some up-close fighting, due to the quad machine guns. Atlases are best used at medium to close range as well, as their quad Autocannons tend to be inaccurate at longer distances.

### Learn to Evade



Maintaining a constant back-and-forth strafing motion during combat is important, regardless of what

sort of 'Mech you're piloting. Obviously, the faster your 'Mech, the more motion you get and the more projectiles you can dodge. But even an Atlas can occasionally dodge a missile or two by continually veering from side to side. Press forward on the control stick as you strafe to maintain speed.

Most projectiles come in so fast that you can't dodge them *individually*, but your side-to-side motion causes your opponent to occasionally miss.

Some projectiles, like missiles and PPC shots, are slow enough that you *can* account for their trajectory. You can watch the curve of an incoming missile or PPC barrage, then move in the opposite direction. This allows you to avoid a great deal of damage, so it's an important skill.

**NOTE** It sometimes helps to move forward as you dodge slow, curving projectiles. This helps you to get "inside the arc," giving the projectiles less room to adjust to your path.

Dodging becomes even more important when you're fighting enemies with hard-hitting but inaccurate weapons, like Hammer missiles and the formidable Lava Gun.

### Use Obstacles



Use the terrain as you fight. A cliff wall, a rock formation, or a building can serve as cover, and cover gives you a lot of options.

An effective tactic is to fire at the enemy, sink back behind cover, and wait for your weapons to recharge or your heat to diminish. Then come out again for another shot. This technique works best with hard-



# Combat and General Strategy

hitting, single-shot weapons like PPCs and Gauss Rifles.

If you have close-range weapons, you can hide behind cover and force enemies to approach you. Only pop out of hiding when they get close.

If you're close enough to the cover while you fight, you can weave in and out of cover just by taking a few steps. This is ideal; as it lets you slide behind cover to block missiles and other slow projectiles.

## Line up Your Enemies



If no good cover is available, and you're fighting several 'Mechs at once, you should try to line up your enemies. Get one behind the other, so that the 'Mech in the rear position has to risk hitting his teammate if he wants to hit you. This tactic, when used properly, can save you a lot of wear and tear.

## Use Defensive Gear



AMS, Null Signature, and shields are extremely potent defensive devices. It's easy to forget about them in battle, but you shouldn't.

Use them over and over again, and they'll save you a great deal of armor in the long run.

## Fight a Retreating Battle



One of the most common strategies for the single-player campaign is to fight a retreating battle. This means that you start backing up as soon as an enemy 'Mech pops up, and you continue to retreat as you fight.

The advantages are:

1. If there are more 'Mechs back there, you're less likely to wake them up.
2. There may be turrets, tanks, or other hostiles at the spot where the enemy appeared. Backing up means you won't wade into their midst and take damage from all of them at once.
3. Retreating allows you to maintain long range, and long range allows you to dodge shots more easily.
4. You always back into territory you've already explored, and it's best to fight on familiar ground.

## Resource Strategies

Salvage is a crucial part of *MechAssault*™. Here are a few tips on getting the most out of it.

## Uncover All Salvage



Salvage usually appears in bunker-style buildings, in open-sided buildings, in trucks, or in hidden caches at secret spots on the map. Learn to identify potential salvage locations, and explore them. Blow up any building that's likely to contain salvage.

Even if you can see into a building and determine what type of salvage is inside, and you don't need that salvage right now, pop the building open anyway. Now it's easier to get the salvage in a hurry if you need it later.

## Conserve Upgraded Weapon Shots



Weapon salvage works like this.

Say you have energy weapons, and you pick up energy salvage. You're now given the maximum number of Level 2 shots for your energy weapons.

What if you already have some Level 2 shots when you pick up that energy salvage? You get the maximum number of Level 3 shots.

**NOTE** When you use your Level 3 shots, you drop down to the maximum number of Level 2 shots.

If you already have some Level 3 shots, picking up the salvage will max you out. If you have *full* Level 3 shots, you cannot pick up the salvage at all.

Therefore, if you're down to your last couple of Level 2 shots, *save them*. That way, you get Level 3 shots the next time you pick up that type of salvage. Keep a close eye on your ammo, and switch away when you're extremely low on Level 2 shots.

## Save Excess Salvage for Later



You shouldn't pick up armor salvage when you've only got a sliver of armor missing. If you do, most of the salvage's healing power is wasted.

Similarly, if you've already got Level 3 shots—or even a good number of Level 2 shots—don't pick up

salvage. Wait until you're drained to a couple Level 2 shots before picking it up.

Leave unneeded salvage behind, and return for it later. Sometimes this can make the difference between success and failure.

## Advanced Combat Strategies

Here are a few advanced combat tips. Some of them are a little tricky to use, but they provide a big advantage if you manage to pull them off.

## Take Advantage of Partial Cover



Full cover is easy to understand and use, but partial cover can be just as good or better.

For instance, a wall stands between you and your enemy. The wall isn't very high; it only reaches about waist height on your 'Mech.

If you constantly move around, changing the angle that you're looking across the wall, and you move from slightly higher ground to slightly lower ground, you may find certain spots where shots clear the wall and certain spots where they don't.

Now you can treat the partial cover of the wall as full cover. Move to the "sweet spots" when you're firing, and away from them when you're not. This can be even better than full coverage because your enemy can't always figure out what's going on until it's too late.



## Destroy 'Mechs in Bunches



BattleMechs don't just fall over in a heap when they're destroyed. Their fusion reactors detonate in a massive, final explosion. That explosion is more damaging than any weapon, and it has a pretty big radius too.

When facing multiple enemy 'Mechs, you should *always* try to detonate one 'Mech while another is close to it. The first 'Mech's explosion will severely damage or destroy the second 'Mech.

In some cases, if there are multiple 'Mechs clustered together, one detonation can cause a massive chain reaction.

Use cover to force enemy 'Mechs to bunch together. Hide, and make them approach you. They tend to get bunched up in the process of trying to get a good shot at you.

Also, watch for the telltale fusion reactor leaks that appear when a 'Mech is severely damaged. They show up as little beams of light peeking out of the 'Mech's torso. When your target shows a lot of these leaks and is clearly about to explode, try to get it to move close to another 'Mech. Then detonate it, and watch the fireworks.

## Use Terrain as a Weapon



Terrain is a potent weapon. Certain buildings, such as fuel tanks, generators, and oil rigs, deal a great deal of damage when they explode. Look for opportunities to detonate these types of buildings while enemies are nearby.

Any building can deal serious damage if it collapses on top of a 'Mech. Watch for chances to shoot a building that a 'Mech is standing inside, or is partially beneath.

Bridges deal massive damage if they're destroyed while a 'Mech is standing on them—even if they aren't particularly tall bridges.

Certain naturally occurring terrain features can deal serious damage. Look for lava mounds, which detonate with great force when you shoot them.

Finally, rock or ice formations that are directly over a 'Mech, can be shot and made to collapse. This can be tricky to pull off, but it always deals great damage.

Even nonexplosive terrain like lava flows or deep water can be used offensively. Maneuver into spots that encourage your enemies to wander into deep water or lava. At the very least, their movement becomes restricted as they try to avoid it.



## Single-Player Campaign

These next few sections walk you through the single-player campaign. Here you'll find specific instructions on completing each mission. Included is comprehensive information on what you'll face, and strategies that are crucial to success.

### Going Down Hard

Your first mission begins when your DropShip encounters unexpected resistance on the way down to the planet Helios. It makes an emergency landing and manages to avoid destruction—but now you need to look around and secure the landing area.

### Briefing

This first mission features a very linear path and moderate resistance from your enemies, the techno-zealots known as the Word of Blake.

You shouldn't have much difficulty completing this mission. If you *do*, replay it. Use the extra practice to work on your movement and combat skills.

You'll use a Cougar for this mission; it's the only choice. This small, fast 'Mech features Pulse Lasers, missiles, and an Autocannon—but no heavy hitters like PPCs. Normally, this would be a problem, but here you won't encounter enemy 'Mechs.

**NOTE** These missions use north, south, east, and west in reference to the included maps.

## Mission 1: Going Down Hard



# Single-Player Campaign



You start near your DropShip. Approach the stream to the north.



A transport helicopter arrives and drops a platoon of infantry north of the stream. Switch to your Pulse Lasers. Crush most of the infantry underfoot, then clean up the rest with your Pulse Lasers.



There's a ridge blocking your path to the north. Cross it with your jump jets.



Proceed northwest to a small base. A pair of tall buildings flanks a grounded helicopter. Take down the tall buildings, destroying the helicopter in the process.

## TIP

There's a set of four power-ups after the small base—don't miss them!

## CAUTION

There are infantry with rocket launchers atop the rightmost building, so destroy that one first.



Destroy the bunkers to either side of the tall buildings. Collect the salvage from both of them, then get moving to the west.





Continue west toward the road, killing more infantry along the way.



At the road, you'll encounter a convoy heading south. It consists of supply trucks and light tanks. Destroy every vehicle in the convoy with your newly powered-up Pulse Lasers, taking out the head of the convoy first, then working your way back. One shot of missiles from the ridge will destroy the tanks.



Collect salvage from the convoy, then proceed south until you see a small walled vehicle compound. Destroy the tanks that approach and the two missile turrets in front of the vehicle compound.



Proceed farther south and destroy the three missile turrets in front of the walled main base. Take out any stragglers near the walls.



Enter the vehicle compound and grab the salvage.



Enter the main base through the open gate. As you enter, several Blake troopers in powered armor attack. Backtrack into the open and fight them there, using missiles or Pulse Lasers.

## TIP

Don't fight powered armor in cities or enclosed areas if at all possible. The cover is more to their advantage than it is to yours.



Reenter the base. Clear out any minor resistance you find there—likely a helicopter and some infantry, but little else.



Destroy the HQ building at the far end of the base. When it's demolished, the mission is complete.

# Single-Player Campaign

## Suffer the Silence

Your task in this mission is to destroy the enemy's communications array (a.k.a. Comm. Center), thus damaging the enemy's ability to defend against the upcoming invasion.

Along the way, you'll need to take down an array of Blake forces.

## Briefing

Destroy all defending forces, and the Comm. Center. Move through the map slowly and carefully, and be thorough in your destruction.

For this mission, you may select either the Cougar or a Cougar variant called the Puma. The Puma is preferable, with its high-powered PPC, to the lighter-armed Cougar. The Puma also has Null Signature, but radar invisibility is of limited value in a full-on attack mission, where you're alerting everyone to your presence with weapons fire. The PPC is what you're really after.

This mission only contains a single light enemy 'Mech. Also, there are lots of spots with armor salvage.

## Mission 2: Suffer the Silence

### Legend

-  Armor Salvage
-  Ballistic Weapon Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage
-  Laser Turret





You start beside a pier. Destroy the trucks and infantry that attack from the east. Destroy the trucks parked near the pier to collect some salvage.

**NOTE** You can destroy the ship at the pier.

## CAUTION

Avoid wading into deep water, like that surrounding the pier. If the water is much higher than your 'Mech's lower legs, you'll start taking severe damage.



Approach a bridge that crosses a small stream to the east. Destroy a few tanks here, crush infantry underfoot, and shoot truck barricades at either end.

## TIP

Conserve your PPC shots after getting energy weapon salvage. Save the powered-up shots for enemy 'Mechs. This is a good policy in most missions where you pilot a PPC-armed 'Mech.



Cross the stream on either side of the bridge. Move slightly east, to a short north-south span of road. Wreck the buildings and trucks along this span to collect salvage.

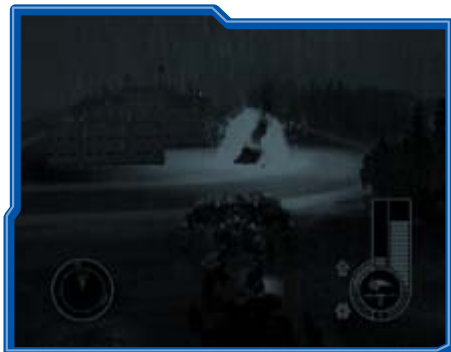
**NOTE** Standing on a bridge while it collapses can destroy your 'Mech. That's a good reason to avoid bridges over shallow water.



Move east. When a small squad of powered armor attacks, back up and destroy it.



Continue east, destroying a laser turret and a stray tank or two where the road ends. Then move north toward the area labeled Base #1.



Take out another laser turret and hang back, destroying several tanks. When the area is clear, you can enter the actual base, collect salvage, and move east.

**NOTE** The energy weapon salvage at the northwest corner of this base is housed inside a big, enclosed warehouse. This building type almost never contains salvage; this one is an exception.

# Single-Player Campaign



Move east toward Base #2. Destroy a pair of laser turrets guarding the gate, then either jump the gate or destroy it with repeated fire.

**NOTE** Destroying the gate is safer, but the gate is extremely durable and takes a lot of pounding. Jumping over it exposes you to more tank fire but takes less time. It's your call.



The base interior is guarded by several tanks and scattered infantry. Take them down, then gather salvage.



Proceed out the south end of the base and move a short distance toward Base #3. When you get in range of Base #3's laser turrets, several tanks and an enemy Owens emerge from Base #3.



Retreat back into the walls of Base #2, firing the whole time. Use missiles to take out tanks. When the Owens follows you inside, use fully charged PPC shots to make short work of it.

## TIP

If you're damaged, you can collect armor salvage from a ship docked at a pier to the south. Don't sink the ship before getting the salvage.



Destroy Base #3's laser turrets, then get inside its walls.



Run around the buildings of Base #3, crushing infantry. Meanwhile, pop in and out of the buildings' cover, shooting at the three laser turrets to the south.



When all resistance is obliterated, target the Comm. Center, located on a hill just to the south of Base #3. The mission is a success when it's destroyed.

## Friends Indeed

You've received garbled communications from a resistance group fighting the Blake techno-zealots. The resistance is in bad shape. Your task is to fight through the enemy-held city, defeat the forces attacking the resistance HQ, and rescue the soldiers of the resistance.

## Briefing

This is another basic mission, but it raises the stakes by pitting you against multiple 'Mechs.

Once again you may choose between the basic Cougar and the Puma. Take the Puma because its PPC deals superior damage to heavily armored targets. It's a crucial tool when fighting enemy 'Mechs.

### Mission 3: Friends Indeed



## Single-Player Campaign



You begin at the end of a long bridge. Cross it and head north.



When you reach a highway, destroy several tanks and a couple of helicopters, which are busy attacking civilian cars.



Cross a short bridge to the west, into a circle of homes. There's an enemy Uller in there, wrecking buildings. Attack it with your PPC, chasing it south if it flees. It eventually stops and fights when it reaches the dock area.



When the Uller's destroyed, feel free to backtrack and take out all the enemy infantry back at the circle of homes, where you first encountered the Uller.



Return to the docks. Clear out a few power-armored foes along the western edge of the docks, and collect salvage from the open warehouses to the south. Also, destroy the combat ships in the water to the north.





Cross a bridge to the west; it leads into the main city area. An Owens trots out to greet you, flanked by a pair of tanks. Blast the Owens with PPC fire.

**NOTE** Retreat back across the bridge for this fight. Don't venture into the city before the Owens falls, or you'll encounter more and more enemies and make your situation worse.



When the Owens and tanks are gone, return to the city area and explore it from south to north, destroying a few tanks and powered armor.

**NOTE** There are several trucks containing armor, missiles, and ballistic salvage driving around the southern part of the city. Their rough starting locations are marked on the map, but don't read those locations too literally. You might encounter the trucks in somewhat different spots.



When you approach the northern edge of the city, a movie shows the resistance HQ getting destroyed. You're too late to save anyone. Meanwhile, an enemy Owens and Uller appear, along with scattered infantry and a few tanks.



Fight the enemy 'Mechs and tanks from inside the city, using the tall buildings to hide while you charge up your PPC shots.

**NOTE** If you get dinged up, retreat and gather unused armor salvage from previously cleared areas. You did leave some behind, didn't you? Do your best to fight only one enemy 'Mech at a time. When both start attacking, put a building between you and one of your foes.

### TIP

**Don't miss the armor salvage hidden in a clump of trees on the city's western edge.**



The mission is complete when the 'Mechs and tanks are destroyed. Look for stragglers if the mission doesn't end when you think it should.



# Single-Player Campaign

## Dry Me Out

The Blake zealots' air power needs to be neutralized, so this mission tasks you with leveling one of their regional air bases. Along the way, you must destroy a tank depot.

The air base contains a helicopter depot and a prototype hangar, as well as a number of grounded (and flying) aircraft. All must be destroyed.

## Briefing

This mission ramps up the difficulty somewhat. This is partially because it introduces the tank depot, a powerful building that can literally churn out a *limitless* supply of tanks. The only way to stop the flow is to destroy the depot—preferably as quickly as possible.

**NOTE** Note that the helicopter depot encountered late in the mission does not produce unlimited helicopters. Only the tank depot is a “generator” building.

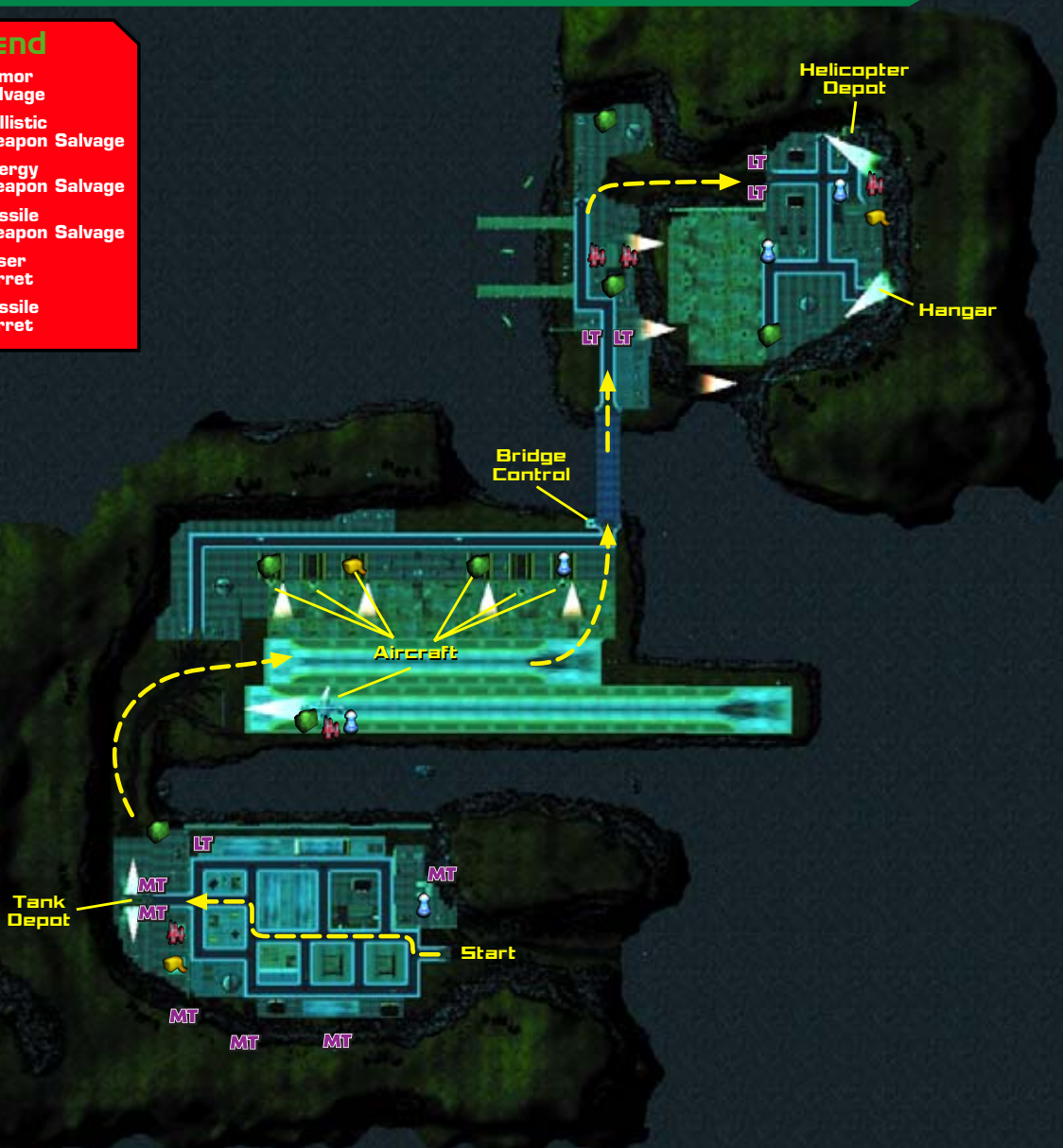
In addition to the Cougar and Puma, you may now take the Uziel, a potent medium 'Mech equipped with twin PPCs. It's slightly slower, but slightly better armored.

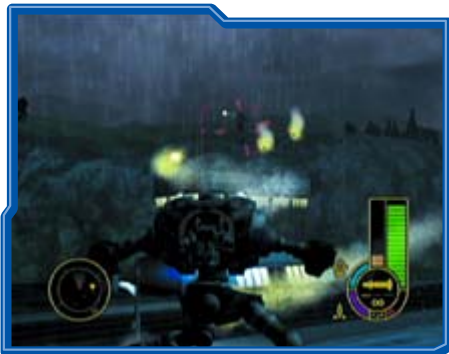
Should you take the Uziel? Of course you should. Two PPCs equates to great firepower. Only take a smaller 'Mech if you're the type that likes a real challenge.

## Mission 4: Dry Me Out

### Legend

-  Armor Salvage
-  Ballistic Weapon Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage
-  Laser Turret
-  Missile Turret





As the mission starts, your first order of business is to stomp the infantry underfoot and start taking down the missile turrets perched on the hills around the base.



Destroy the missile turrets flanking the tank depot, then the depot itself. Again, don't get caught up in fighting tanks. You need to destroy the depot quickly, or you'll find yourself battling an endless supply of tanks.



You're now told to destroy several aircraft before they take off. Run toward the line of hangars at full speed. Ignore the helicopters that start to buzz overhead—for now.



As you're doing this, a few tanks harass you. Concentrate on the turrets. When the turrets are gone, head toward the tank depot. Only destroy tanks that are conveniently in your sights; don't get bogged down fighting them.

**NOTE** An alternate method to these first two steps: Immediately go north when the mission starts, take out the missile turret on the hill, and grab the energy salvage beneath it. Follow the northern road along the water, avoiding the rest of the turrets, and take out the tank depot from afar. *Then* clean up all remaining tanks and turrets in this area.



There are six small aircraft and one large one. The small ones are getting ready to take off. Some are inside their hangars, while others start just outside their hangars. They *will* take off if you give them enough time, so run right down the line of hangars and destroy all six as quickly as possible. Use missiles.



When the depot is destroyed, clean up the remaining tanks and grab the nearby salvage. When you're done with this area, move north toward the airfield.



## Single-Player Campaign



When all six small aircraft are destroyed, take on the helicopters swarming above you. There are lots of them, but missiles take them down quickly.



Destroy a pair of laser turrets on the other side of the bridge. An Uziel rushes out to greet you. Stay where you are (or retreat across the bridge) and slug it out.



After the helicopter depot is destroyed, you're ordered to destroy a nearby hangar as well. Before destroying it, load up on salvage. There's a lot to collect up here.



When the skies above you are clear of helicopters, destroy the final plane—the really big one that isn't moving. Collect salvage from its wreckage.

**NOTE** Also watch for three attack vessels in the water nearby. Destroy them whenever it's convenient.



Collect salvage. Then go up a ramp leading toward the helicopter depot. Destroy a pair of laser turrets at the top, and get inside the walls.



Finally, shoot the hangar. It collapses, revealing a pair of enemy Ullers. Start fighting them, using your twin PPCs. Dodge behind the buildings up here for temporary cover.



You're now told to destroy the helicopter depot. Proceed to the spot labeled "Bridge Control" and shoot the small tower to make the bridge drop. Cross the bridge.



Destroy a few helicopters overhead. Then destroy the helicopter depot.



When both Ullers fall, the mission is a success.

## Walkthrough: Missions 5-8

The first few missions were pretty easy. Your enemies were small and manageable, the salvage was plentiful, and life was good. That starts to change in these next few missions, as the difficulty ramps up substantially.

You have less margin for error in these missions, so you need to think and fight. Sloppy fighting skills result in failure. Refer back to "Combat and General Strategy" for advice if you find yourself in serious trouble.

**NOTE** The path drawn on this map is a recommendation. Feel free to take a couple of "land detours" that we avoided in the mission's early stages.

### Mission 5: Sailing Away



## Sailing Away

The Blake Orbital Guns need help. A convoy of barges is heading downriver with more guns, and it's your task to make sure it doesn't reach its destination.

All is lost if any of the target vessels reaches the open sea. You must destroy them before they get there.

**NOTE** The starting positions of the barges and their escort crafts are marked on the map. Bear in mind that they move from those positions—in some cases quite a lot—before you catch up to them.



Start moving down the river, hugging the inside riverbank to achieve the shortest possible path. Two escorts and a barge are up ahead.



The two escorts and the first barge should be destroyed shortly after you've rounded the first big bend. Any later, and you're moving too slowly.

## Briefing

This is the first mission that doesn't let you move at your own pace. There were a couple spots in Mission 4 where you needed to hurry, certainly, but they were isolated parts of the mission. This one requires you to keep moving at all times, and possibly miss a few things along the way.

There are five barges, with eight escort crafts spaced in between them. You must destroy all of these ships.

This mission may take a couple of tries. You need to strike a balance between moving quickly, so as not to run out of time, and destroying enough enemies that you don't get killed.

You again have your choice of 'Mechs for this mission. Among them is the Belial, a great variant of the Uziel that packs twin Gauss Rifles instead of the Uziel's twin PPCs.

The Belial's only real shortcoming compared to the Uziel is its lack of an AMS (antimissile system). It also features a Pulse Laser instead of a machine gun, but the weapons are fairly comparable.

Try the Belial for this mission. The ability to simply press the trigger instead of charging up PPCs is appealing, especially on a mission that demands a lot of your attention like this one.

## TIP

**Hug the shore. Sloshing through the water will slow you down.**



Keep moving downriver. More escorts appear. Shoot them. Also watch for—and destroy—a pair of laser cannons hanging on a slender bridge ahead.



Approach the place labeled "Land Shortcut." Take the shortcut, just as the path drawn on the map shows. Destroy any boats in the water nearby.



On the other side of the land shortcut, again target any nearby ships. Shortly, a movie shows the Kit Fox in the nearby base powering up. As it attacks you, use your jets to fly into the base.

**NOTE** Don't bother fighting the Uller. And don't bother shooting the control tower that lowers the nearby bridge.

**NOTE** Here's something fun to try after you've already finished this mission once. If you shoot the control tower that drops the bridge, and lure the Kit Fox beneath the bridge as it falls, the 'Mech will be crushed.



Inside the small base, quickly use rockets to destroy bunkers and collect all four salvage parts.



Jet out of the base's northwest corner. Turn around and see if any boats are behind you. Destroy them.

**NOTE** Use missiles to destroy ships at this stage; save your powered-up Gauss Rifle shots in case you need them later.



Now proceed downriver. The path on the map forks, giving you two choices. Read the note for help on which path to take.

**NOTE** If you're quite sure you've already destroyed four of the five barges, and you can see the last barge to the southwest, you should chase it (in other words, take the southwest fork). If you can't see any ships in the area, take the northwest fork and cross the land bridge to the spot labeled "Catch Remaining Ships."



If you take the southern fork, just chase down the remaining ships and destroy them. The mission is a success.



If you take the northern fork, follow the path onto a land bridge guarded by an Belial and some tanks. Cross the land bridge, firing powered-up Gauss Rifles at the Belial as you do so.



Be sure to grab the salvage at the other end of the land bridge. Destroy the Belial (and any tanks that followed you), then wait at the spot labeled "Catch Remaining Ships." The last few ships come to you.



The mission is a success when the last ship is sunk.



# Single-Player Campaign

## Catnap

You've learned of an enemy convoy carrying a disabled Mad Cat. Your task is to assume control of the convoy and the Mad Cat. This Heavy 'Mech will serve you well in later missions.

## Briefing

This is a two-part mission. In the first part you must defend your DropShip from attack, then stop the convoy and protect the Mad Cat while your briefing officer assumes control of it. You must also destroy a small Blake base on the map's western edge.

The second part of the mission requires you to defend your DropShip once again, after the Mad Cat has been recovered.

An Uziel or Belial is recommended for the first part of this mission. Either one works; your choice depends on whether you like PPCs or Gauss Rifles.

This mission throws a lot of tanks and 'Mechs at you. It's important to use cover effectively, and to make good use of your armor salvage.

## Part 1

### Mission 6: Catnap, Part 1





As the mission starts, you're next to the DropShip. Several enemy tanks approach from the east, accompanied by a few helicopters. Start methodically destroying the targets closest to the DropShip.

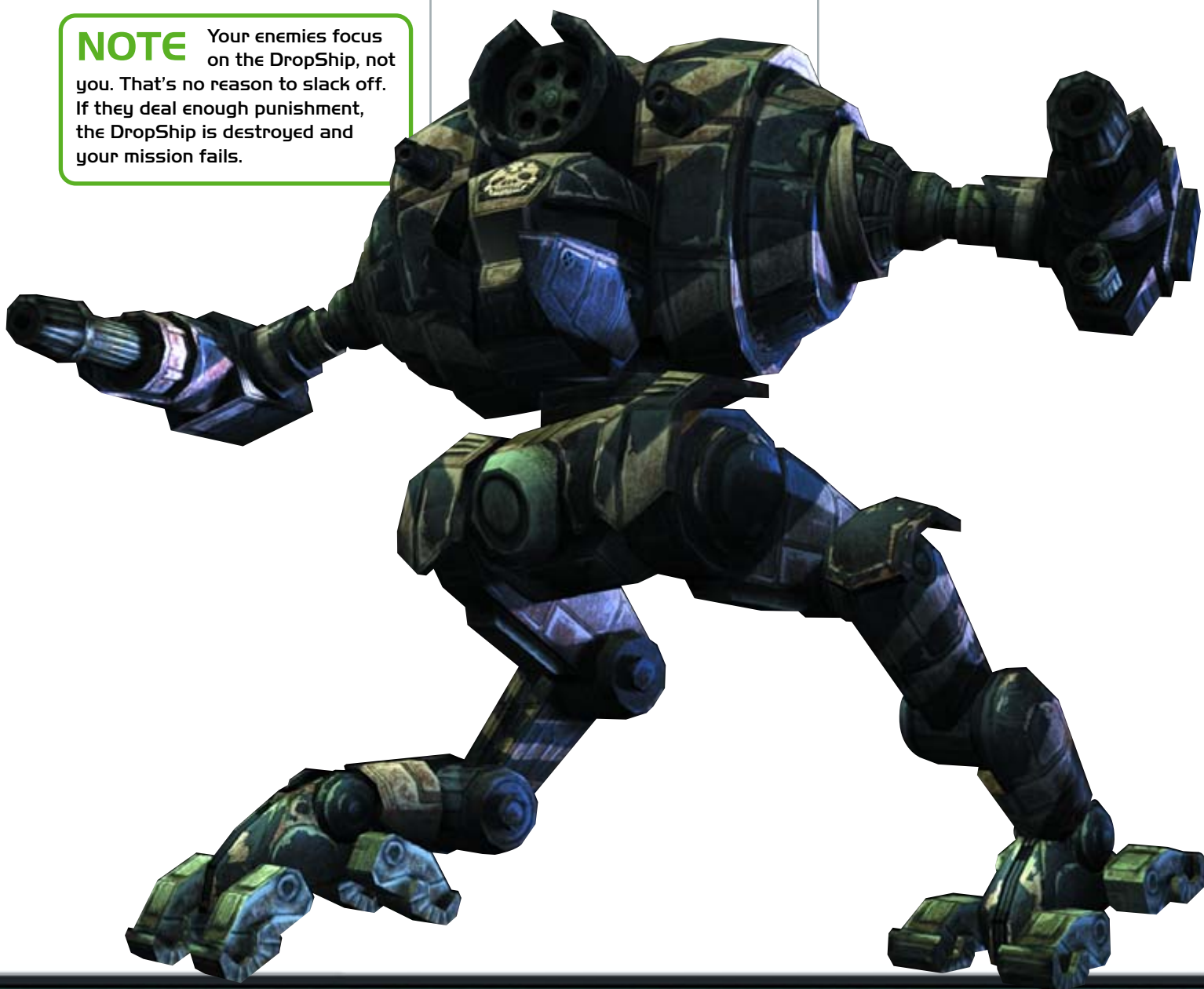
**NOTE** Your enemies focus on the DropShip, not you. That's no reason to slack off. If they deal enough punishment, the DropShip is destroyed and your mission fails.



An Uziel shows up after you've destroyed the initial tanks and helicopters. Take it down with your best weapons.



When the Uziel's done for, more tanks and a couple more helicopters appear. Take out the tanks first, the aircraft next. You're told that the DropShip is now out of serious danger.



## Single-Player Campaign



Collect salvage from the fallen Uziel, and proceed east along the path indicated on the map. At the spot marked "Wait," hang back and destroy tanks that appear to the north.



When no more tanks are coming, work your way north through the ravine, destroying missile turrets on both sides.



There's an Uziel on a slight elevation to the west. Destroy it, along with some infantry and a couple stray tanks. Be sure to grab the armor salvage near the Uziel's starting location.



Go north to a pair of double Autocannon Turrets. You get the message that the target convoy is on the move. Destroy the turrets and tanks here, then approach the convoy.

**NOTE** The convoy moves west in a straight line. You have lots of time, so don't get nervous about it slipping away.



Destroy the convoy's rear tanks. The best way is to pop in and out of the cover of a building, destroying a tank each time.



When the rear tanks are destroyed, you have to catch up and get in front

of the convoy to shoot the rest. Avoid shooting the Mad Cat on the huge truck in the convoy's center.

**NOTE** Destroying the Mad Cat ends the mission.

**NOTE** One of the small convoy trucks contains armor salvage. Grab it if you need it.



When you've destroyed the convoy escort, your briefing officer drives up, gets into the Mad Cat, and starts working on it. Meanwhile, you must defend the Mad Cat.



Two Uziels approach from the west. Fight them one at a time, using buildings as cover. Don't worry too much about the Mad Cat. Once you start the fight, you likely have their full attention.

**NOTE** Focus on one Uziel until it's destroyed, then take out the other. Watch for the unmistakable glow as their dual PPCs charge up. If you change direction at the last moment before they fire, you can often dodge the shots.



During the fight, your briefing officer successfully powers up the Mad Cat and returns to the DropShip. Finish off the Uziels.



You're now ordered to destroy the enemy base on the city's western edge.



The path drawn on the map first takes you to a minibase on the city's southern edge, where you can stock up on salvage (after destroying a couple of turrets). Do so. Then proceed west.



Destroy the laser turrets at the base's southern gates. Then get inside the walls and demolish the Tank Depot as quickly as possible. Clean up the remaining tanks when it's gone.

**NOTE** Focus on destroying the depot quickly, or you'll be up to your ears in tanks.



Move north through the base, toward the Helicopter Depot. Destroy the lone laser turret at the north end of the base, then take out the Helicopter Depot. Next, take out any helicopters flying around the area.



Now the base is free of threats. Destroy the remaining base structures, and this part of the mission ends.



# Single-Player Campaign

## Part 2

After completing the first part of the mission, you reappear near the DropShip. Once again you must defend it against incoming foes.

### Mission 6: Catnap, Part 2

#### Legend

-  Armor Salvage
-  Ballistic Weapon Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage



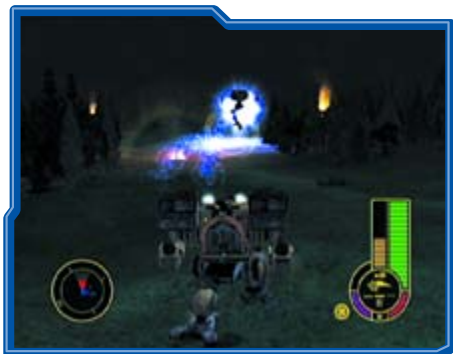
You start near the DropShip. Your briefing officer is piloting a Cougar while you're now in the Mad Cat.



Start gunning down the incoming tanks. When you have an opportunity, grab some of the salvage that's scattered around the DropShip.



Use missiles on the tanks. Save the energy power-ups for the Uziel that appears shortly.



Fight the Uziel. When it's destroyed, switch back to missiles and take out a swarm of helicopters. Meanwhile, watch for a second Uziel.



Attack the second Uziel when it appears. Take it down, then clean up the remaining helicopters. When the last enemies are destroyed, the mission is complete.



### Bright Lights, Dark City

The objective of this mission is to destroy a nuclear power plant that powers a great deal of the Blake military infrastructure. Along the way, you need to destroy a number of defenders and find a way to access the plant itself.

### Briefing

The Mad Cat is the only choice for this mission. Its superior armor and firepower are necessary, as you're facing a serious challenge.

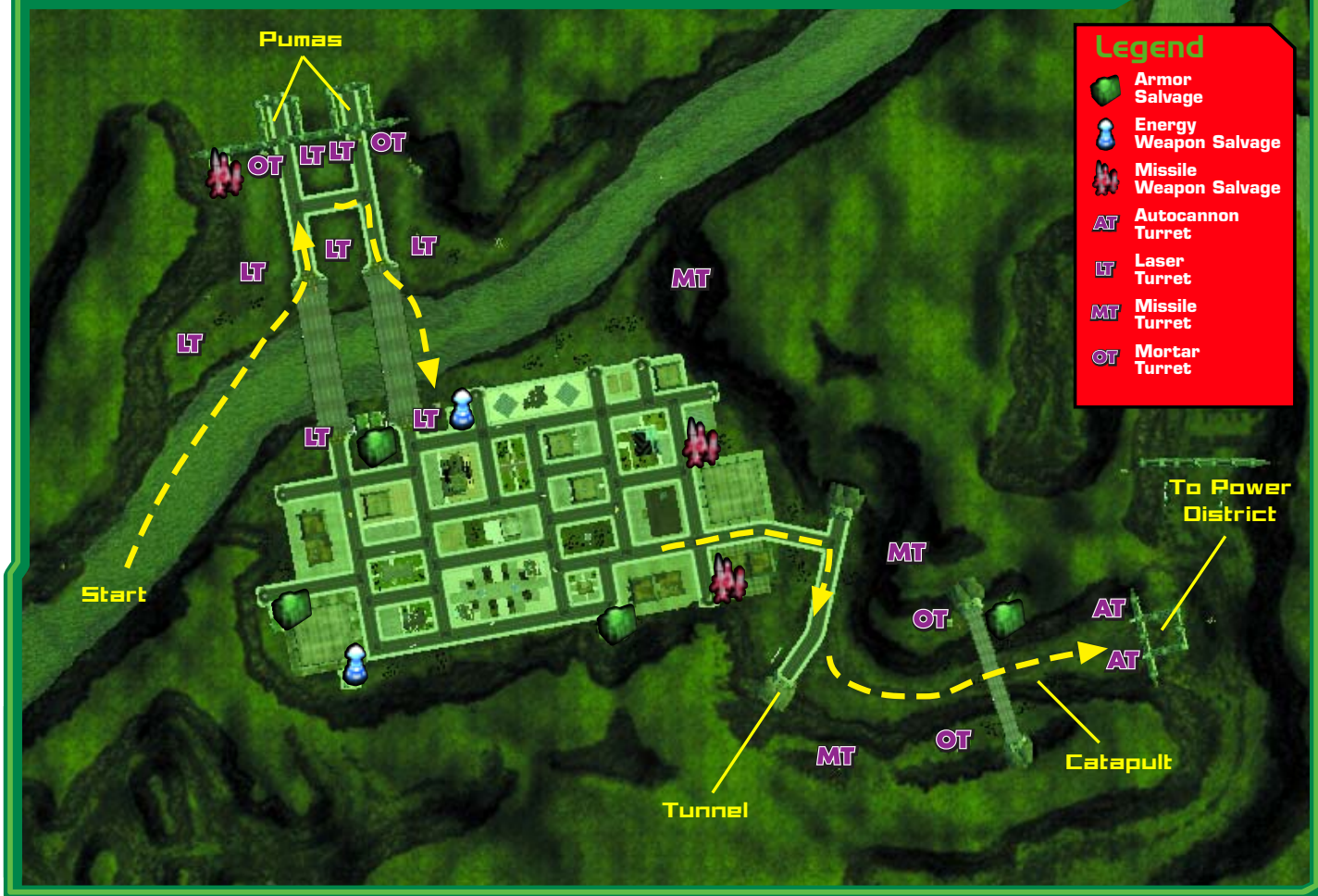
This is another two-part mission, and both parts are hard. The first part requires you to slowly and carefully take out a forest of turrets, then deal with several 'Mechs. The second part features several vehicle- and 'Mech-creating depots, which must be destroyed quickly so you aren't overwhelmed.

There's a lot of salvage in this mission, but you need to be smart about using it. Don't expose yourself to unnecessary damage, as this mission is quite involved.



## Part 1

### Mission 7: B.L.D.C., Part 1



You start out on a riverbank. Immediately target the laser turret across the river, near the bridge, and destroy it. Then start moving back

and forth on your little patch of ground, firing at the tanks that move into view.

**NOTE** If you want to move into the water, you can—but don't go too close to the city, or more turrets will see you. And don't go past the line of buoys opposite the city, or you'll enter deep water and take severe damage.



Stick around for a minute or two, continuing to fire at tanks and any overhead helicopters. Don't stray far from your starting locale.



When no more targets are visible from your start location, slowly make your way east and north, through the river, exposing a little new ground at a time. Destroy turrets and tanks on both sides of the river when they appear.



Head to the small patch of land north of the twin bridges, and make sure all the turrets here are destroyed. Then take out several tanks that drive across the bridges from the city.



When no more tanks are visible from here, repeatedly shoot both bridges until they're destroyed.

**NOTE** Only expose new turrets one at a time. Never go charging in, exposing several at once.



## Single-Player Campaign



Go south across the river, into the city. Take out the remaining tanks inside the city.



When all the tanks are gone, twin Pumas appear to the north of the ruined bridges. They cross the river, entering the city to fight you.

**NOTE** Use the city's tall buildings for cover as you fight the Pumas. Also, be aware of the salvage inside the city area. It's marked on your map. The energy power-ups on the north and southwest edges of the city are particularly useful for your PPCs.



When the Pumas are gone, collect salvage and move east. Destroy missile turrets on the hills above you. At the spot marked "Tunnel," shoot the tunnel entrance until it caves in. This stops the flow of small tanks into the city.



Move slightly east, past the destroyed tunnel, until a Catapult appears. Retreat back into the city and fight the Catapult there, using buildings as cover.

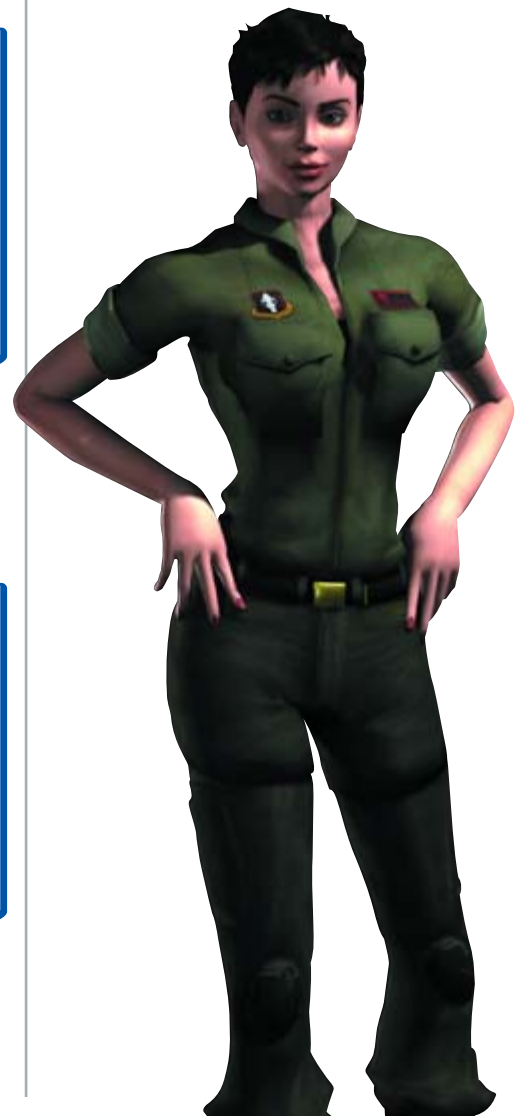


When the Catapult is defeated, slowly travel east along the ravine leading to the power district. You need to destroy a couple of helicopters and several more turrets along the way.

**NOTE** Don't rush; take out the turrets one at a time.



When you reach the gates at the end of the ravine, go through them. The next phase of the mission begins.



## Part 2

### Mission 7: B.L.O.C., Part 2

#### Legend

-  Armor Salvage
-  Ballistic Weapon Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage
-  Autocannon Turret
-  Missile Turret



# Single-Player Campaign



As the mission starts, proceed south toward the gates to the southern facility. Destroy the turrets and the Elementals that pop out from behind the walls. Retreat as you fight them; don't go inside the walls yet.



Clean up any helicopters overhead. Then go through the gates, shoot at a couple of tanks, and watch for an approaching Uziel. When you see it coming, retreat back through the gates. Destroy it, using the walls as cover whenever you power up your PPCs.



When the Uziel falls, charge into the base. Destroy tanks and helicopters as you go, but don't let them distract

you. Your job is to move to the Helicopter Depot, destroy it quickly with PPC shots, then move quickly to the Tank Depot and destroy it too.

**NOTE** You take damage from all the tanks and helicopters swarming around you, but you must get those depots destroyed quickly. That's your first priority.



When both depots are destroyed, clean up the remaining tanks and helicopters, and destroy the turrets on the hills above the base. Collect salvage.



Go to the spot marked "Door Generators" and destroy the generators you find there. The gate to the north (marked "Locked" on the map) now opens.



Go north toward the previously locked gate. Along the way you must fight an Uller.



Destroy the Autocannon Turrets flanking the previously locked gate. Then run through it, destroying tanks on the other side.



Loop around to the west, as shown on the map. Hurry; your job is to destroy the 'Mech Depot as quickly as possible, before it can churn out lots of 'Mechs.



Ignore the Uziel and Uller in here until you've destroyed the 'Mech Depot with a couple of PPC shots. Then turn your full attention to fighting them.

**NOTE** If you're slow, the 'Mech Depot will produce more 'Mechs (Ullers or Uzies), which you'll have to fight as well.



When all resistance in the area is gone, turn your weapons upon the nuclear plant. Blast it until it explodes. The mission is a success when the plant is destroyed.

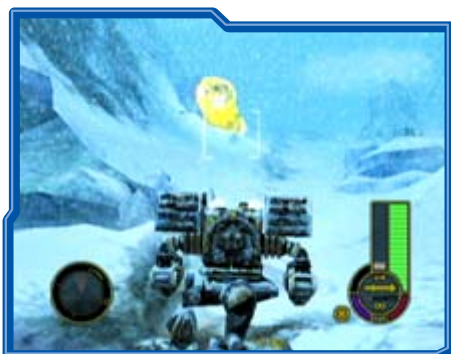
## Not Again!

Once again the Icarus is shot down by the very Orbital Guns you're trying to locate and destroy. An emergency landing is necessary, and you (and your Mad Cat) are ejected in the process. Your task is to locate the Icarus and defend it.

## Briefing

The Mad Cat is the only choice for this mission. That's not a problem, however, as you wouldn't want to pilot anything else.

The early part of this mission is a walk through several small, temporary bases guarded by tanks, Autocannon Turrets, and a few small 'Mechs. The real challenge lies at the end, when you locate the DropShip and must defend it from several heavier 'Mechs.



You begin at the end of a valley. Start moving forward. Destroy an Autocannon Turret and some tanks. Don't miss the armor salvage in a nearby truck.



Keep moving forward to a small base area. Destroy two Autocannon Turrets, a few tanks, a helicopter, and some infantry.

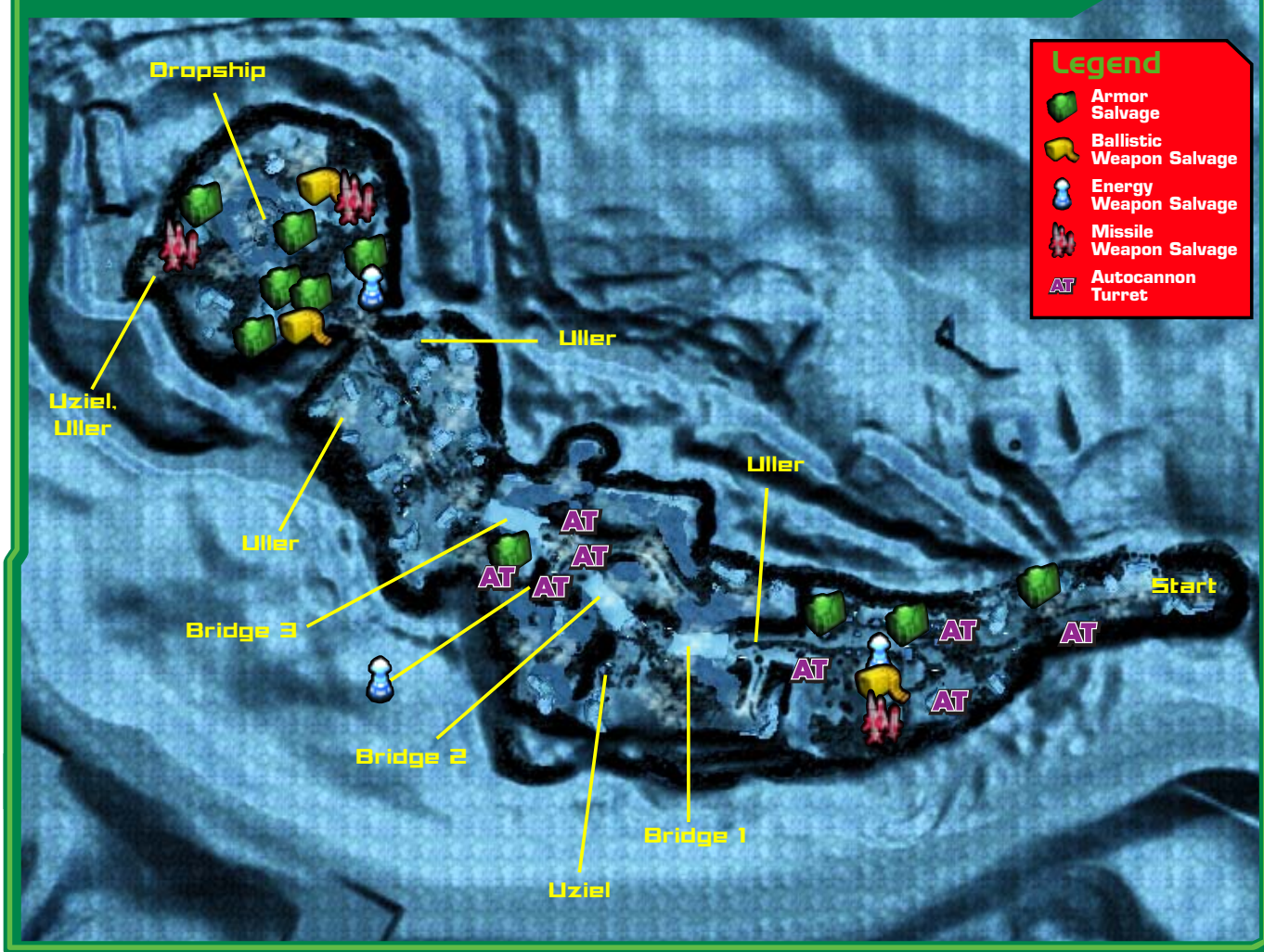


An Uller appears when you're about halfway into the base area. Destroy it, then mop up any remaining units and collect salvage.



# Single-Player Campaign

## Mission 8: Not Again!



◀ Proceed across an icy bridge. An Uziel attacks as you cross. You may want to backtrack across the bridge while fighting.

▶ Cross a second icy bridge after destroying three Autocannon Turrets and several tanks on the opposite side. Collect salvage when the area is clear.





Cross a third bridge and destroy a few tanks. A pair of Ullers powers up as you move into a wide area with large rock formations. Use the rock formations for cover as you fight.

**NOTE** As usual, concentrate on one 'Mech until it's destroyed, then take down the other. Don't spread out your attacks.



Move forward into the circular arena where the DropShip is located. As you enter, an Uziel and an Uller attack simultaneously.



There's tons of salvage in here, and several big rock formations ideal for

hiding. Power up your weapons and try to shield yourself from one 'Mech with those rocks while fighting the other.

**NOTE** Take down the Uziel first, as it's slower and easier to hit. Also, it deals more damage, so it's nice to get it out of the way.

**NOTE** Don't waste armor by picking it up when you only have a sliver of damage. Leave it for later. Also, try to stay fairly close to the spot where you entered the arena.



After destroying those two 'Mechs, as well as a tank or two, you receive word that a Mad Cat is coming. You actually have to face two 'Mechs: the Mad Cat and an Uziel.



This is not an overly tough battle if you play it smart and cautious. Read the note for tips.

**NOTE** When you're told the Mad Cat is on its way, grab any nearby salvage and stand near a rock, charging up your PPCs. The Uziel is faster and shows up first; start blasting it. You should be able to destroy it quickly with multiple PPC hits. Then play hit-and-run with the Mad Cat, popping in and out of the cover of a big rock. Don't worry about collecting extra salvage unless you really need it; you'll just expose yourself to heavy fire if you run around picking up stuff.



The mission is a success when both the Uziel and the Mad Cat are destroyed.



## Walkthrough: Missions 9–11

The missions keep getting tougher from here on out. You're doing things right if you've gotten this far, but you might have to hone your combat skills a bit more to get past these next few missions.

If you find that you're having trouble, refer back to the "Combat and General Strategy" section—and keep trying. Every time you repeat a mission you learn a little more.

### Thor on the Rocks

The primary objective of this mission is to take down five enemy Sensor Towers. Along the way you have to deal with stiff resistance, and you face a particularly tough battle at the end.

### Briefing

This is a very demanding mission that requires patience and good combat skills.

The Mad Cat is best for this mission, as its long-range missiles can take down tanks from afar, and the PPCs are the best bet for taking down 'Mechs quickly.

You could also try the Timber Wolf, though the Timber Wolf's weaponry isn't necessarily as powerful.

Be particularly careful to use your salvage wisely. Save armor for later if your 'Mech is healthy, and don't waste your best powered-up weapons on turrets or tanks. Save them for the 'Mechs.

There are a couple of hidden ice caves in this mission. Raiding these caves for salvage gives you a little extra margin for error.



Follow the path leading to Tower 1, destroying tanks and Autocannon Turrets along the way. Collect the energy salvage near the tower, but don't actually destroy the tower yet.



Start heading back toward the DropShip. Two waves of helicopters attack it shortly—four in the first wave and three in the second. Destroy the helicopters. When you get the all clear, follow the path leading to Tower 2.



A Vulture attacks as you enter the mouth of the Tower 2 valley. Stay back and snipe at it from long range, using a cliff wall to shield you from return damage.



Backtrack toward the DropShip while still maintaining a weapon lock on Tower 1. When you're as far back as you can get without losing your lock, destroy the tower.

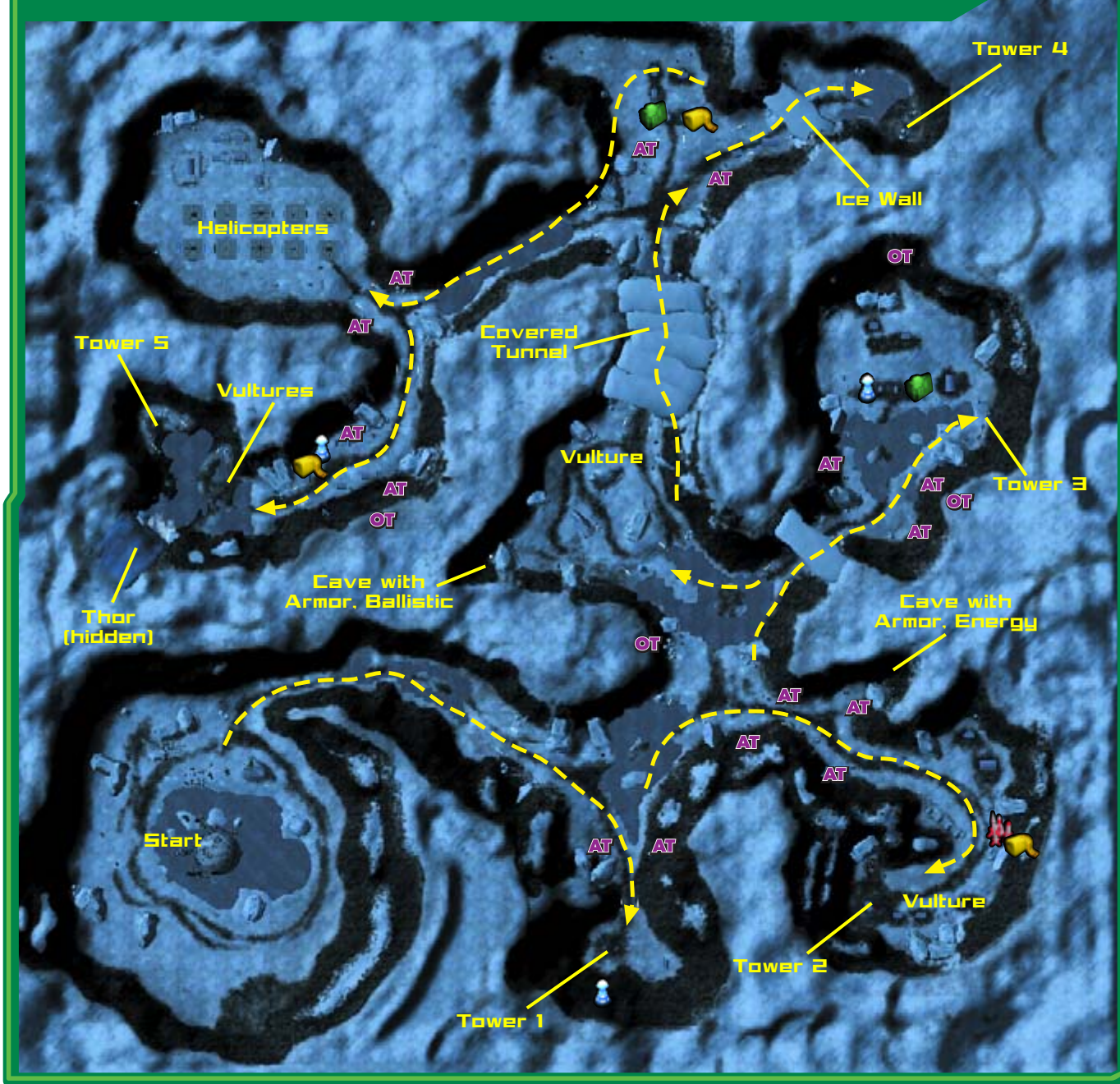


Move slowly, taking out tanks and several turrets along the way. Move just far enough to take out one turret, then inch forward and take out another.



Approach Tower 2 and destroy it. Also, collect salvage from nearby buildings.

## Mission 9: Thor On the Rocks



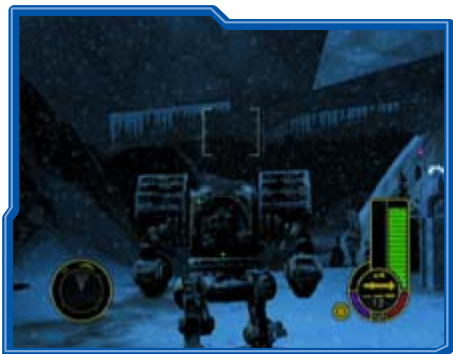
### Legend

-  Armor Salvage
-  Ballistic Weapon Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage
-  Autocannon Turret
-  Mortar Turret



On the way out of the Tower 2 valley, shoot the big ice floe at the spot labeled "Cave with Armor, Energy." It shatters and reveals a cave containing energy and armor salvage. Grab it if you need it; otherwise, save it for later.

# Single-Player Campaign



Take the path leading to Tower 3. Don't wander too far to the northwest while you do this, or you'll trigger more enemies.

**NOTE** You might want to destroy the icy overhang at the entrance to the Tower 3 valley. If it collapses while you're under it, you'll take severe damage.



Destroy several turrets and a few tanks near Tower 3. Destroy the tower. Note the salvage in a couple of nearby buildings; grab it if you need it, or save it for later.



Backtrack, then move toward the spot labeled "Covered Tunnel." Along the way, several tanks and a Vulture attack. Backtrack as you fight, avoiding the worst of the Vulture's attacks. Use a cliff wall to protect yourself while you're not firing.



Fire at the ice in the spot labeled "Cave with Armor, Ballistic." Grab what you need from the hidden cave.



Approach the "Covered Tunnel." It's a valley with an icy roof. Proceed into it until you get a warning message about a cave-in, then immediately run backwards at full speed until you're well clear. Wait for the whole roof to collapse.





Proceed north through what used to be the covered tunnel. Carefully destroy a couple of Autocannon Turrets at the far end, and watch out for an attacking Vulture and Cougar.



Destroy both the Vulture and Cougar, then collect any armor salvage you left behind at previously visited spots. Next, go back north and approach the spot labeled "Ice Wall."



Cautiously take the route leading south toward Tower 5. Destroy several turrets along the way. Collect salvage along the way too.



When the Vulture and Cougar attack, fight a retreating battle through the previously covered tunnel. Stay as far away from them possible, so you can dodge attacks.



Blast apart the ice at the spot labeled "Ice Wall." Beyond the wall is Tower 4; destroy it.



Near Tower 5, two Vultures attack. Fight a retreating battle. The salvage you just collected should give you excellent weapon power.

**NOTE** Backtrack all the way to the other side of the tunnel, where you find more cover. Continue to fight there.



Collect salvage from this area, then go west toward the spot labeled "Helicopters." Destroy a pair of Autocannon Turrets and a few tanks along the way. Charge in and destroy the helicopters before they can take off.

**NOTE** Try to destroy one Vulture while the other is near it. One trick is to keep hiding behind the ice floe near the spot where the Vultures appear. Hide for a few seconds, giving them time to get bunched together, then pop out and shoot. Hide again if they start to separate. Eventually, you kill one while the other is nearby, and the resultant explosion damages or kills the other.

# Single-Player Campaign



Grab armor salvage from the Vultures, plus any other power-ups they drop. Leave some armor if you don't really need it. Then destroy Tower 5.

**NOTE** If you don't have much health when the fight starts, you may fail. Start over and concentrate on taking less damage in the mission's earlier stages.



When the Thor falls, the mission is a success.



A champion Thor appears from behind an ice wall. You must defeat him to win the mission. Read the note for help.

**NOTE** The champion Thor's best weapons, by far, are its quad machine guns. Stay out of machine gun range at all costs. Fight a retreating battle through the tunnel by which you entered this area. Keep backtracking and firing your best weapons at all times. Keep moving backwards, and keep firing. If you avoid the machine guns, and if you start the battle with a decent amount of health, you should win.



### Wolf in Sheep's...

Your task in this mission is to infiltrate an enemy base in your captured Thor. Inside, you must stand near a communications array and intercept vital information. Once that's accomplished, the real trick is getting out alive.

### Briefing

This is an extremely tough mission that can be approached in a couple of different ways. After the main walkthrough, there are suggestions for alternate methods that you might like to try.

You're stuck with the Thor for this mission. The Thor concentrates heavily on short-range power, sacrificing long-range capabilities for multiple machine guns and SRMs. It would be nice to have more long-range firepower, but you don't have a choice in the matter.

Armor salvage is very important because you take a beating as you escape from the base. The map shows each salvage location's general area, but bear in mind that several of these salvage cargos are stored in moving trucks. You may find them in slightly different spots than they're shown here.

The Thor has Target Jamming. Remember to activate this system frequently, as it can help keep you alive under heavy fire. Mastering the Thor's jump jets will make this mission easier. Look for ledges and buildings to use as springboards, avoiding the beaten path.

This is a very tough mission. Don't be surprised if you find yourself doing it over several times.



Follow the path leading to "Gate with Atlases." Do *not* shoot at anyone along the way.

**NOTE** Be very careful where you walk. The mission fails if you take *any* aggressive action at this time, and that includes stomping on vehicles or infantry.

**NOTE** There are only two helicopters in this mission. Destroy them quickly or they will follow you throughout the mission.



Go through the gates, which are guarded by a pair of Atlases. On the

other side, approach the Comm. Center. Use your jets to get on a small elevation near the Comm. Center.



A timer starts counting down when you get close enough to the Comm. Center. Immediately run toward the spot labeled "Generators" when the timer appears.

**NOTE** Your instructions make it seem like you should stick right next to the Comm. Center, but in reality, you don't have to. Get over by the generators instead.



When the timer disappears, destroy the generator building with close-range machine gun fire.

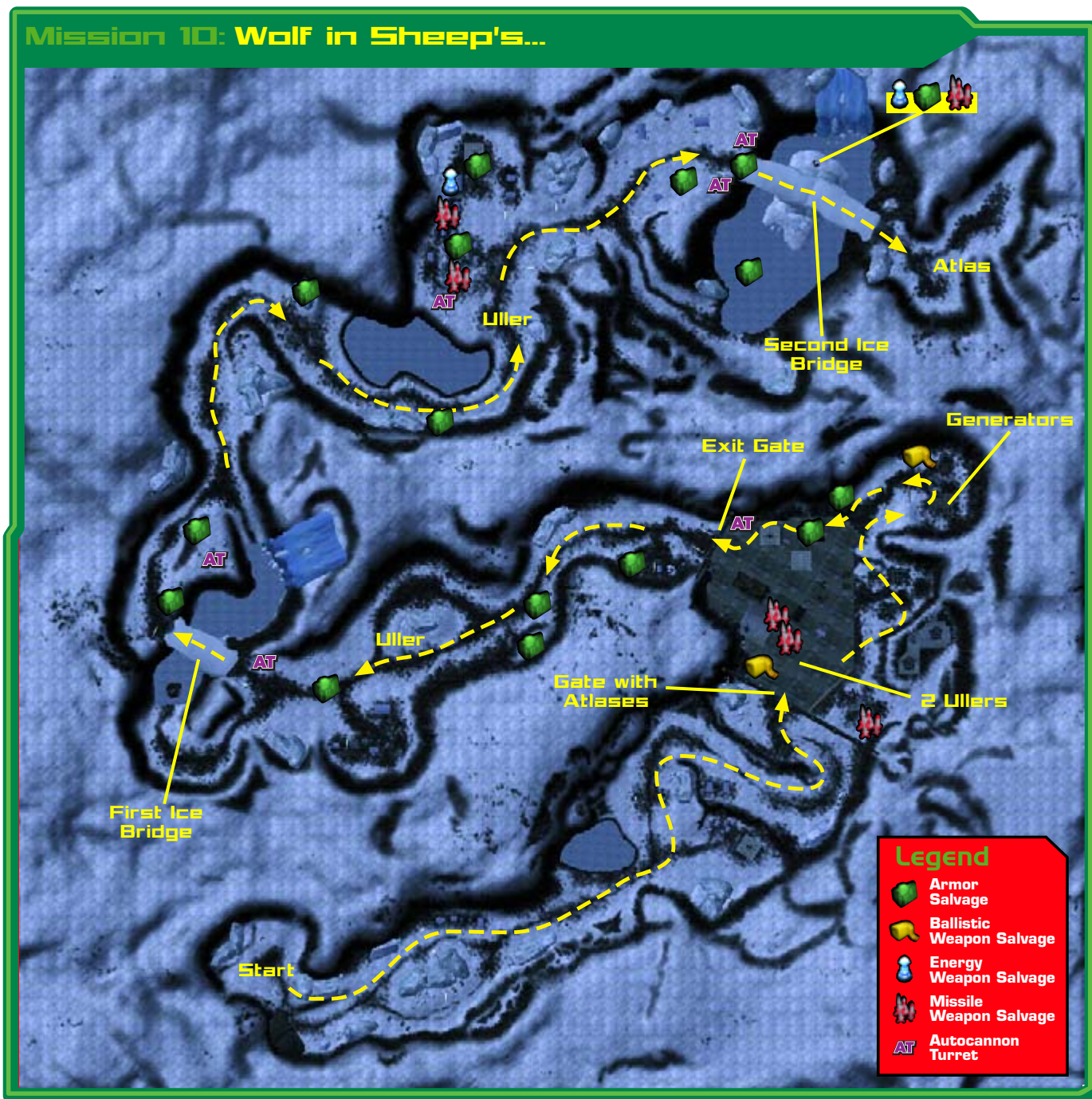
**NOTE** Two Ullers and two Atlases are in this area, and they're all coming after you. Stay calm and work quickly.



Start running toward the spot marked "Exit Gate." As you run, shoot the nearest Uller with a continuous spray of machine gun fire. Also, be sure to go through the warehouse with the armor salvage on the way to the gate. Shoot the truck in the warehouse and grab the salvage.

# Single-Player Campaign

## Mission 10: Wolf in Sheep's...



**NOTE** It's important to soften up one of the Ullers with your machine guns as you move toward the Exit Gate, but *don't* shoot at the Atlases. You'll deal with them in a moment.



◀ Pass through the Exit Gate and immediately turn around. Shoot the small control tower to the side of the gate. This closes the gate behind you.

**NOTE** The Atlases are now trapped on the other side of the gate. The Ullers can still jump over the gate, but by sealing off the Atlases you've given yourself a fighting chance.



Destroy any nearby tanks. Then start fighting the Ullers, which have jumped the gate. Don't stray too far from this area.

**NOTE** Keep moving, but stay close to an Uller so you can use your machine guns. Try to use your target as a screen by keeping it between you and the second Uller.



Destroy both Ullers and collect the salvage. Then take out any remaining tanks or helicopters in the area.



Equip your Lasers (your longest-range weapons) and slowly move along the indicated path, shooting anything in sight. Watch for a moving truck, which you can destroy for armor. When another Uller pops up in front of you, fight a retreating battle back toward the gate.

### TIP

Retreat until you're near the gate, then charge up and use machine guns to pulverize the Uller at close range.



When the Uller is gone, inch toward the spot labeled "First Ice Bridge," taking it very slowly. You face lots of tough Partisan tanks and Autocannon Turrets. Use your Lasers at long range, and switch to missiles if the target gets closer.

**NOTE** Keep watching for armor salvage. The salvage is mostly in trucks, so it isn't necessarily at the exact spot marked on the map.



As you approach "First Ice Bridge," target the tanks and Autocannon Turret on the other side of the bridge. Don't cross the bridge yet. Stay on the near side and keep destroying enemies.



After making absolutely sure that there are no more tanks or turrets in the area, you can cross the ice bridge. If it's been shot away, jet across the chasm.



You're now past the worst of the mission. Start moving along the long, winding path toward "Second Ice Bridge," taking it very slowly and collecting salvage along the way. You fight another Uller as you go.

# Single-Player Campaign



After grabbing lots of salvage, approach "Second Ice Bridge." This is a long bridge made of two distinct sections. You're told to destroy the bridge.



Walk slightly forward onto the bridge, then retreat as an Atlas approaches from the other side. Target the nearest part of the bridge and start hammering it with machine gun fire. Your goal is to shoot out the bridge while the Atlas is walking on it. The Atlas then crashes down to the valley below.



When the Atlas falls, you have two choices. One is to take a side ramp that leads below and fight him there

(there's more armor salvage down there, which makes it easier). The other possibility is to ignore him.



Regardless of whether you destroy the Atlas, you should now jet across the broken section of bridge and land on the intact section. Keep moving. When you reach the other side, turn around and shoot out the remaining bridge section.

**NOTE** If both sections are destroyed, you must go down below, destroy the Atlas, then jet from a raised area down there to the other side of the chasm. It takes skillful jetting, but it's doable.



The entire bridge is now destroyed, and you're safely on the other side. The mission is complete.

## Alternative Strategies

There are a few alternative strategies that you can use to complete this mission.

The first strategy exploits a quirk of the game engine. After getting next to the Comm. Center and starting the timer, run back to the gate you entered by—the one with the Atlases on the other side. Position yourself squarely in front of that gate so that you block it.

If you do a good job of blocking the gate, the two Atlases will fail to get into this area as the timer ticks down. Now, when the timer expires, you don't have to hurry. There are only two Ullers to deal with—no Atlases. You can stick around in here for as long as you want, and take advantage of all the salvage.

If you think you're a great fighter, you can stick around in the Comm. Center area *without* doing the trick that blocks out the Atlases. See if you can defeat both Atlases and both Ullers. There's some salvage in here to help you, but it's still an awfully tough fight.

Finally, you can try to run through the whole level. If you choose this route, don't bother shooting the tower that closes the door behind you. The Atlases can't keep up with you anyway. Try to grab armor salvage on the run, and just keep moving. Only shoot targets that are convenient. It's a tough way to win, but again, it's possible if you're very skillful.

### Under the Guns

It's finally time to take down the Orbital Guns that have been hassling your DropShip. It's imperative to take them out; you have 15 minutes till the Dragoon Forces arrive. If you fail, the guns destroy the main invasion force of Wolf's Dragoons.

### Briefing

There are two main approaches to this mission, with the possibility of a third, hybrid approach as well.

The first approach is the one in the walkthrough. This approach involves a heavy 'Mech without jump jets—ideally, a Mad Cat or Timber Wolf. In this approach, you just slug your way through the level. You'll have to fight a lot, but you're very well equipped to do so. You'll also avoid all the missile turrets along the edge of the map.

The second approach is to take a lighter 'Mech—say, a Belial—and use jets to get on the high ledges surrounding the main base. You can take these ledges all the way to your destination, sniping at everything below. This makes the mission's early stages easy, but you're likely to have more trouble at the end, when you're forced to fight heavy 'Mechs. You also have to deal with all the missile turrets along the way.

The third, hybrid approach is to take a Thor, which is heavy but also has jump jets. This allows you to get on the ledges, if you want to, but also gives you good armor if you want to slug it out.

The choice is yours, but the walkthrough assumes you're using the first method. Go with a Mad Cat or Timber Wolf for this style of play.



Advance through the valley and destroy tanks. Approach the base walls.



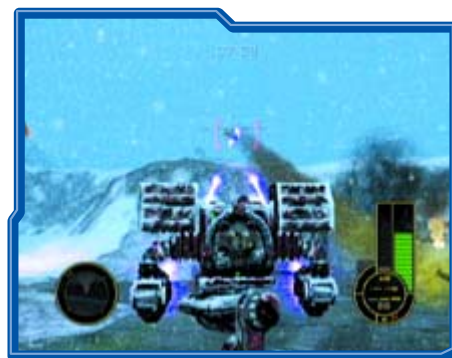
A Mad Cat attacks. Destroy it, then follow the path drawn on the map. It leads north to an Uziel, which you should destroy, and a cache of salvage. Collect the salvage and get moving again.



Follow the path. It takes you on a winding journey around the base's outer walls. Watch out for an Uziel up above. Destroy it (or avoid it) and continue.



The path takes you inside the base walls. A Mad Cat attacks when you're deep inside the walls. Destroy it and proceed.

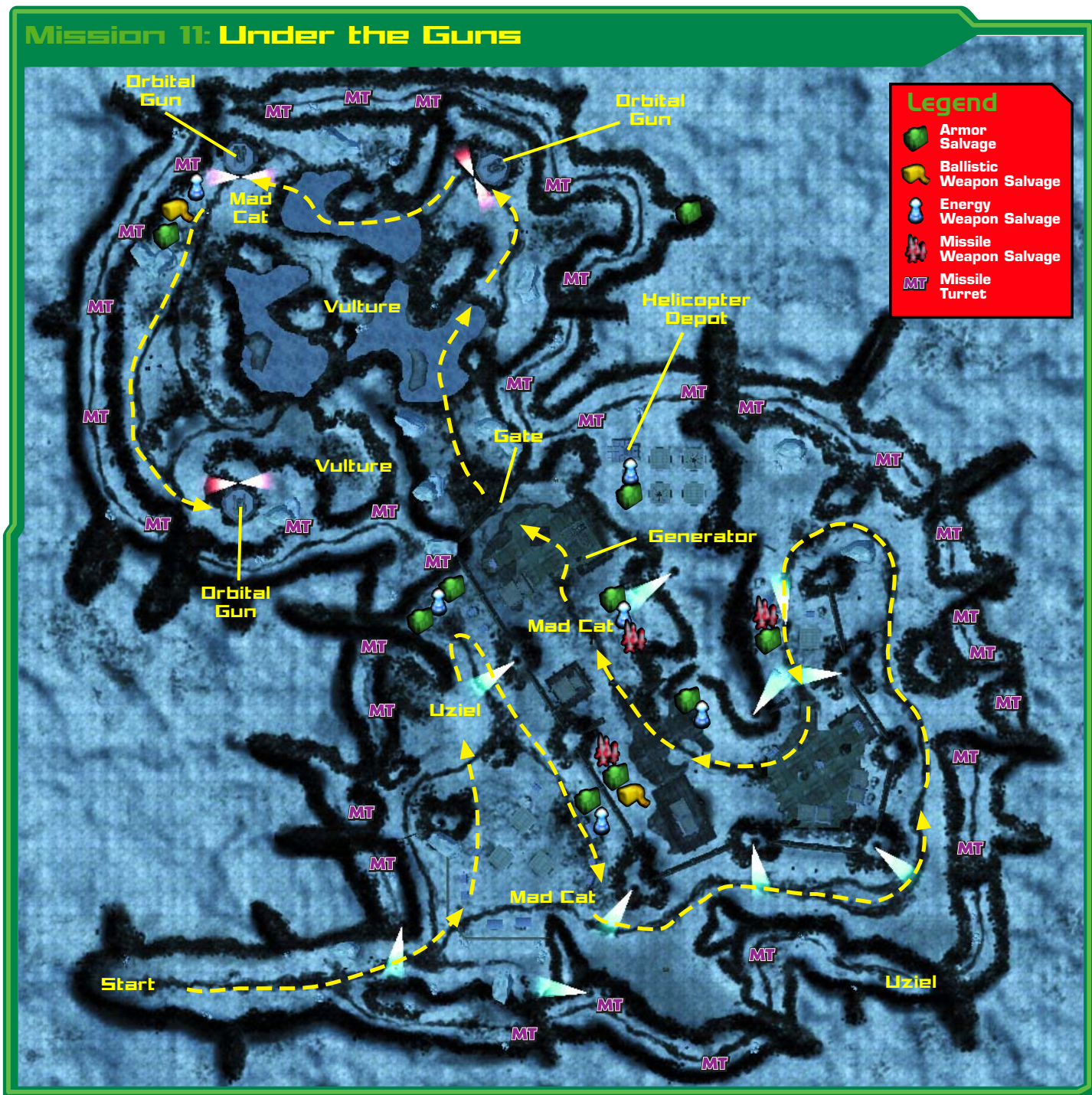


Helicopters from the elevated Helicopter Depot harass you. If you have jump jets, get up to the depot and destroy it to stop the flow. If not, just shoot them down and move on. They soon stop bugging you.



At the spot marked "Generator," destroy the generator to open the "Gate" to the north.

## Mission 11: Under the Guns





Go north through the gate. At this point you must make a decision; see the note for details.

**NOTE** If time is running dangerously low, destroy the Orbital Guns while dodging 'Mechs as best you can. Only take on the 'Mechs when the Orbital Guns are destroyed. This is a tough way to win, but if time is short you may not have a choice.



If you have a good time cushion (more than three minutes), follow the remainder of the path slowly, destroying 'Mechs and tanks when they appear. Destroy Orbital Guns when the area around them is clear.

**NOTE** It's much easier to proceed slowly and clear everything out. Dashing through this area exposes you to a whole lot of fire from the three heavy 'Mechs in here. But again, if time is short, it may be your only choice.



When all three Orbital Guns are destroyed, the timer stops. You win the mission if all 'Mechs have been destroyed. If there are still 'Mechs in this area, you must destroy them for the mission to end.

**NOTE** You have unlimited time once the three Orbital Guns are destroyed, so there's no hurry as you clean up the remaining 'Mechs.



## Walkthrough: Missions 12–14

You're now well into the campaign, and you've got some pretty tough missions under your belt. These next several missions are tough, but probably no tougher than what you've already been through.

One adjustment you should make—if you haven't already—is to get used to handling big 'Mechs. You're probably piloting Atlases in two of these next three missions, and maneuvering those big, slow behemoths takes a whole different mindset. You need to think in terms of cover, rather than dodging, since dodging in an Atlas is *hard*. Also, remember to make use of AMS and other defensive systems. Agility won't get you very far.

### Size Matters

Your task is to sneak into Word of Blake territory in an Elemental, destroy a number of powered-down 'Mechs, steal a larger 'Mech, and kill a number of Word of Blake dignitaries who have gathered in a mansion. It's a complex mission that's broken into two distinct phases: the Elemental phase and the Atlas phase.

### Briefing

The Elemental part of this mission is all about avoiding damage. You face several 'Mechs, but you need to run away from them rather than fight them.

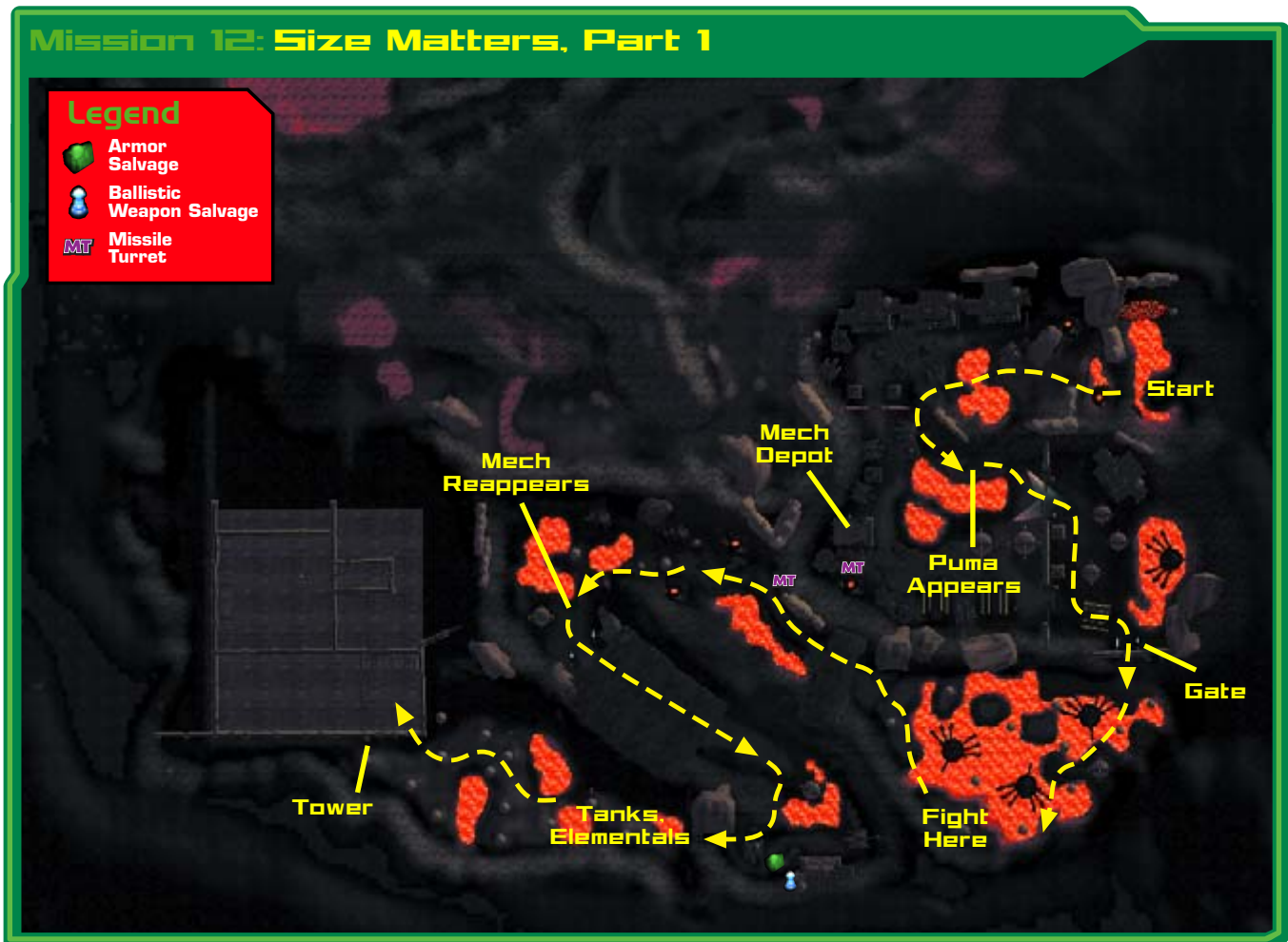
Jetting frequently is the key to getting good speed with an Elemental. Its foot speed is not great; only by using the jets on a regular basis can you stay ahead of a pursuer.

Running backwards is useful in this mission. It allows you to see when a shot is headed your way and hit the jets to avoid it.

When playing the Atlas portion of the mission, it's important to use Autocannons on your toughest opponents, and use your AMS frequently to minimize missile damage. It may seem like you can take an infinite amount of punishment, but it does add up, so be careful.

### Part 1

#### Mission 12: Size Matters, Part 1

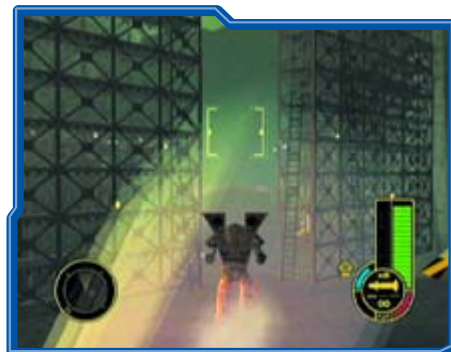




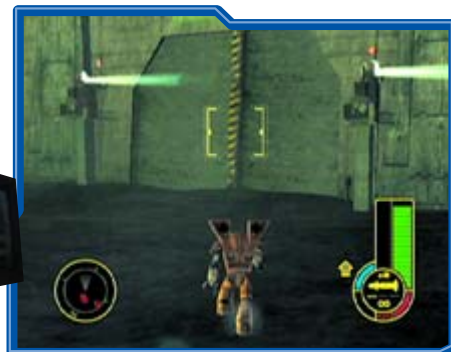
Start moving along the path drawn on the map. Destroy a couple of infantry along the way.



Jump a wall and continue along the path. When you reach the spot labeled "Puma Appears," a Puma pops out of the 'Mech Depot behind you.



Keep following the path. Head toward the spot marked "Gate," but run backwards as much as possible so you can see what the Puma is doing. When it fires a weapon, use your jets to dodge.



The 'Mech Depot may produce more Pumas, but if you keep moving, that's irrelevant. Proceed through the gate (it opens when you approach), and keep moving.

**NOTE** Just after going through the gate, turn around and destroy the Gate Control Tower alongside it. This closes the gate and seals off the Pumas. You don't *have* to destroy the tower, but if you don't, the Pumas can fire at you while you're busy with the Elementals.



# Single-Player Campaign



Hop across the patches of earth, avoiding lava, until you reach the spot marked "Fight Here." There are several Elementals in this area you should fight. The 'Mechs that were chasing you can't keep up, as they're stuck on the other side of the lava.

**NOTE** Those 'Mechs can't catch you, but they can still shoot from a distance, so keep moving while you fight those enemy Elementals. A stray PPC shot can easily take you out.



When the Elementals are gone, start following the path once again. Destroy a missile turret and a couple more Elementals as you move down a narrow valley.



At the spot marked "'Mech Reappears," a Puma catches up to you. Keep following the path as it leads through a rocky tunnel. Again, run backwards as much as possible so you can avoid the 'Mech's shots.



When you reach an open area, jump over a ridge and collect armor and energy salvage from a slag heap near a drilling machine. Then go through a small archway, where the 'Mech can't follow you.



At the spot marked "Tanks, Elementals," you encounter a small group of enemies. Fight them.

**NOTE** Always use your jets when you're fighting in an Elemental. Agility is your main advantage.



When all enemies are destroyed, proceed to the spot marked "Tower." Shoot a small tower adjoining the wall. A gate opens when the tower explodes; go through the gate to end the first part of the mission.



## Part 2

### Mission 12: Size Matters, Part 2



Exit the starting base and slowly head along the path, shooting tanks. Retreat when a Puma attacks, and finish it off before proceeding.



Move farther along, destroying a couple of missile turrets as soon as they appear. Destroy scaffolding that blocks your way.



Turn left and destroy more scaffolding. Beyond it, take out a pair of missile turrets. Then gun down another Cougar lurking in this area.

## Single-Player Campaign



Collect salvage from a bunker in here, then move along the path again, destroying tanks as you go.



Keep following the path. You encounter an Uziel as you round a bend. Retreat slightly and stay off the lava as you fight it.



Around the spot marked "Helicopters," a group of helicopters carrying Word of Blake officials tries to escape. Gun them all down.



Collect salvage from multiple bunkers, then get moving into the big area dotted with rock formations. There are four 'Mechs back here: two Ullers, a Thor, and an Atlas. See the note for details.

**NOTE** Advance far enough to get one or two of the 'Mechs to attack you. Then retreat as you fight. There are two reasons for this. First, it allows you to fight the lighter 'Mechs while the slower Atlas lags behind. Second, you can hang around near all the armor salvage from those bunkers. You probably left some behind, and you can run over it now if you need instant healing.



Continue to fight in this area, using cover as much as possible. When all four 'Mechs are destroyed, you're almost done. Follow the path leading to the spot marked "Mansion."



Destroy a pair of Missile Turrets perched atop the mansion. Start to destroy the structure itself. A Prometheus pops out from the side of the mansion's wreckage; destroy it, then finish off the mansion to complete the mission.

### TIP

Your Atlas has better close-range power than the Prometheus, so stay close. Use rock formations for cover. There's armor salvage in bunkers behind the two wings of the mansion.



### Not on My Watch

The Word of Blake is detaining local citizens, accusing them of being rebels. Your task is to go in and free them. The steps to this process include destroying the Blake forces—as well as their ability to summon reinforcements, securing an escape route for the prisoners, and finally, breaking open the prison camp to set them free.

### Briefing

An Atlas or Prometheus is the logical choice for this mission. The Atlas is probably the better pick, due to the lack of good sniping opportunities for the long-range weapons of the Prometheus.

This is a punishing mission that throws a lot of 'Mechs at you. So remember, damage adds up, even when you're in the heavily armored Atlas. Use your AMS frequently, and use cover as much as possible to evade return fire. Ideally, you should stand near enough to a wall or other obstacle that you can hide between shots.

Save your ballistic power-ups for big enemies. Powered-up Autocannons make the big fights go much easier.

This is a mission that offers a lot of salvage. Don't be afraid to return to a previous area and grab salvage that you previously left behind. It takes a while due to the Atlas's slow foot speed, but it gives you an edge.



As the mission starts, an Uziel and several tanks attack. Destroy them and start following the path drawn on the map.



Move slowly toward the Comm. Tower, destroying turrets and tanks as you go. When you enter the base with the Comm. Tower, tanks pour out of the salvage bunkers. Retreat and methodically take them all out.



When everything's clear, destroy the Comm. Tower and collect as much salvage as you need.



Walk around a circular lava pool, destroying tanks along the way. On the other side of the pool, you encounter Autocannon Turrets and another Uziel. Destroy them and get moving again.



There's also an Uziel prowling the far end of this area. Take it out as well.



Proceed farther along the path, destroying more tanks and Autocannon Turrets. When you reach a spot where the path splits around a central rock formation, hold back and deal with the big swarm of tanks.

# Single-Player Campaign

## Mission 13: Not On My Watch



**NOTE** The rock slabs to either side of the central formation collapse if they take enough damage. Don't get stuck under there if they do.



Move a little farther and deal with another Uziel. Then proceed to the spot marked "Salvage Yard Entrance."

### TIP

Look for rock formations above enemy units. Blast these to help destroy enemies.



When you reach the entrance to the salvage yard, several semidamaged 'Mechs power up and attack. First, a Mad Cat and Uziel appear.

**NOTE** Retreat to the spot with the central rock formation, and fight the 'Mechs there. You can use the formation to shield yourself from PPC shots and missiles.



After the first pair of 'Mechs is destroyed, advance a short distance into the salvage yard. Another Mad Cat and Uziel attack. Again, retreat and fight near the central rock formation.



When all four 'Mechs are destroyed, loot the salvage yard and proceed.

**NOTE** You probably don't need all the salvage in here. You can return to collect more armor and weapon power-ups if you're hurting in the mission's later stages.



Proceed out of the salvage yard, destroying Autocannon Turrets and tanks in the canyon on the far side. At the spot labeled "Bomber Run," a squadron of bombers passes overhead. Back up when they appear, and they harmlessly drop their bombs at the spot indicated on the map.

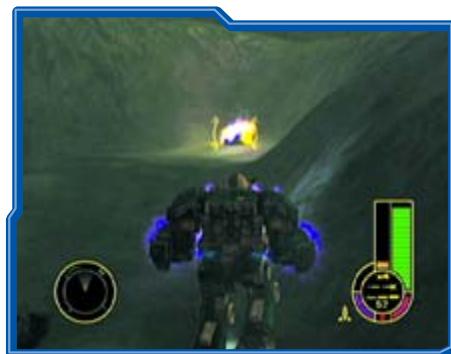
**NOTE** Don't bother shooting the bombers. They make one pass and disappear.



Enter the base containing the second Comm. Tower. Move slowly, taking down turrets and tanks. Once again, tanks drive out of bunkers, so be prepared for more than you initially expect.



Destroy the Comm. Tower and exit the base.



Keep following the path on the map, destroying multiple heavy tanks as you march up through the valley. Remember to use your AMS system against their missile barrages.

# Single-Player Campaign



You reach a loop of valley containing a great number of turrets. Move through this valley carefully, taking down the turrets one by one.

**NOTE** When you've taken down all the turrets in this valley, check your armor situation. You might want to backtrack and collect armor you left behind in previous areas. It takes time, but it can be worthwhile.



Destroy the gate tower guarding the prison camp. Walk a few steps through the opened gate, and a Prometheus is airdropped into the camp in front of you.

## TIP

The information about the prisoners was a trap. This means that the turrets in the camp do not need to be cleared out. If you have a jump capable 'Mech, take out the ones that are a threat to you when near the gate and

leaves the rest alone. Stand at the ledge overlooking the camp, and take out the turrets within range. Then jump down and take out the gate control tower.



Destroy the Prometheus. Refer to the note for help.

**NOTE** The camp wall is just high enough that it can block some shots, especially at the middle, near where the gate was. Get on the other side of the wall, then slide back and forth. Stay away from the taller middle section when you're firing, and get behind it when you're not. The wall catches some of the Prometheus's shots.

There's armor salvage near the wall. Don't use it unless you need to, as there's another battle coming up soon.

If the wall trick isn't working, retreat into the loop where you destroyed all the turrets, and use the canyon walls to block some of the Prometheus's shots.

If you get desperate, you can retreat to previous spots where you left armor salvage.



After destroying this Prometheus, two more are airdropped, farther back inside the camp. Refer to the note for help on beating them.

**NOTE** Grab the salvage from the first Prometheus.

Don't charge in to the spot where the 'Mechs were airdropped. By hanging back, and perhaps retreating, you can fight them one at a time.

If possible, soften up one of them until it's ready to explode, then rush in to get the other one involved. If you can detonate one of them while the other is nearby, you score massive damage on the survivor.

There's more salvage stored behind the main camp building. To get to it, you must destroy the main building, then go into the yard and destroy several bunkers. There's some armor here—but not a lot, so don't count on it for massive restoration.



### Payback

The Word of Blake second in command is escaping in a heavily armored convoy. Your task is to destroy the convoy and take him out.

During the mission, you receive new information. There are actually *two* convoys, and you need to take out both.

### Briefing

Since this mission demands good power combined with reasonable mobility, a Thor is your best bet. You can use the Thor's close-range power to good advantage here since there's little need for sniping.

A Summoner might work too, but close-range punch is crucial to your strategy.

The destruction of the initial convoy happens right near your starting point, but it isn't the end of the mission. You have to travel through the rest of the map and destroy a few more 'Mechs before you can call the mission a success.

### Mission 14: Payback



## Single-Player Campaign



Move quickly toward the spot marked "Intercept." Jet frequently, especially when you reach patches of lava.

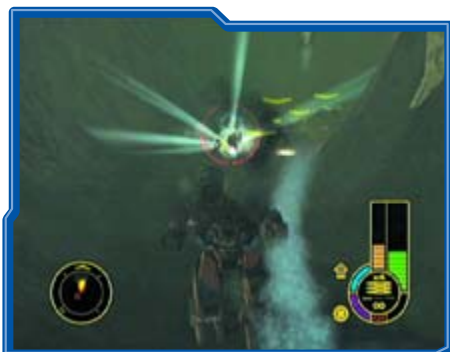


Drop to the spot labeled "Intercept," shooting a helicopter as you descend. The convoy is marching up to meet you. It's fronted by a Cougar. Behind the Cougar are four Catapults with heavy tanks spaced in between.



Ignore the Cougar. Run up to the first Catapult in line, firing your machine guns constantly. Run right into him and prevent him from getting around you.

**NOTE** Getting right up in the first Catapult's grill accomplishes two things. First, it makes it hard for the Catapults in the rear to shoot at you without hitting the first Catapult. Second, it bunches the whole convoy up into a compact mass.



When the Catapult you're shooting looks ready to explode, back off while still firing. Since the convoy is so densely packed at this point, the explosion destroys or seriously damages the rest of the convoy.



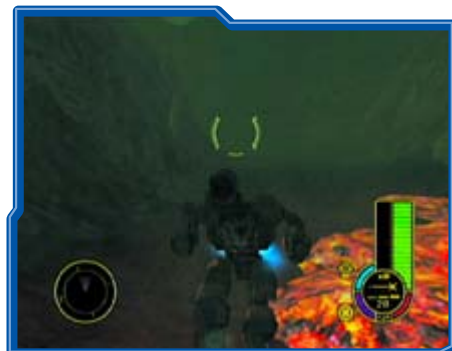
Clean up the remaining convoy 'Mechs, if any are left. It doesn't take much to finish them off.



When the whole Catapult convoy is destroyed, you're told that there's a second convoy somewhere up ahead. Collect some of the plentiful salvage and start following the path drawn on the map.



Take the path up a ramp to a large, semi-abandoned base. Destroy several tanks and a couple of laser turrets up here, then feast on all the salvage.



When you're well armed and armored, get back down and follow the path again. Somewhere around the spot labeled "Second Convoy," you run into more units.



Destroy the first Catapult that approaches you.



Run to catch up with the remaining convoy units, which consist of another Catapult and a heavy tank. You should catch them around the spot labeled "Finish off Convoy."



When the remaining tank and Catapult are destroyed, the mission is complete.

**NOTE** If you do this mission correctly, you never see a good chunk of the map, where a highway leads through a reinforced gate. There's also a secret equipment cache up there. But again, if you follow the previous strategy, there's simply no need to go up there.



## Walkthrough: Missions 15–16

You've finally reached the endgame. It's here that you learn what all the fuss about the mysterious "Ragnarok" is about, and here that you conclude your battle with the Word of Blake. The success of your campaign—and the fate of Helios—hangs in the balance.

### Worst Day Since...

This mission requires you to assault the Word of Blake spaceport and destroy Adept Strader's DropShip. You must not allow him to escape the planet.

### Briefing

This is another long, punishing mission that throws a lot of firepower at you. A 100-ton 'Mech is necessary. Take the Prometheus for this mission because you often face enemies across a long distance, and the Prometheus is great for long-range combat.

The first half of this mission requires a slow, patient advance as you proceed through narrow canyons and take out both fixed and mobile defenses. The second half features heavy combat, multiple 'Mech- and vehicle-producing depots, and a battle with a previously unseen BattleMech boasting new and powerful technology.

You walk along some dangerous cliffs above lava in the mission's early stages. It's easy to forget about the danger while you're fighting and get too close to the edge. It's all over if you start to slide down; the Prometheus has no jets. So be careful of the edges.

The tanks in this mission are extremely tough; Schreks and Grunts are common. Use Gauss Rifles to get rid of these heavy tanks quickly. If the Gauss Rifles alone don't get the job done, quickly switch to Lasers and finish them off.



You start by a bridge. Cross it, destroying a couple of tanks and trucks as you go. Be sure not to halt on the bridge.

**NOTE** The bridge starts to collapse as you cross it. If you keep moving there's no problem. Hesitating is another matter.



Break a bunker on the other side and collect the armor salvage, then get moving along the path. There are several heavy tanks along the way, so move cautiously and keep the Gauss Rifles active.



Beyond the Hackman, destroy a pair of Autocannon Turrets. Also destroy a pair of lava mounds that are blocking your path. Lava mounds explode when you shoot them, so stay back to avoid damage.



Destroy a laser turret. Turn left and destroy another, then take down an Hackman that starts out parked beneath a building.



Move around another bend and take down more Autocannon Turrets. Then proceed along a long, straight stretch of canyon. Destroy heavy tanks and helicopters as you march forward.

## Mission 15: Worst Day Since...



## Single-Player Campaign



Take out a Mortar Turret and keep going. You pass a ramp that leads back to an earlier part of the level.

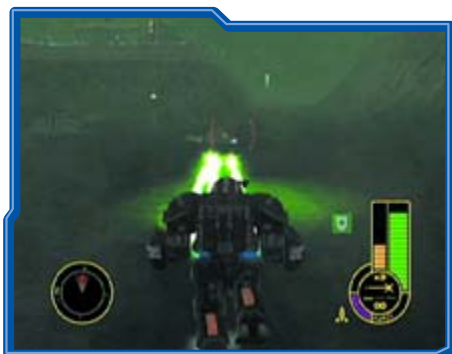
**NOTE** There's no need to take the ramp, though it's a useful shortcut if you want to collect some armor salvage. To reach the armor, take the ramp, go down the other side, and turn right. The armor is near a cliff's edge. There's also a cache of weapons near the armor, but it's only accessible in a jump-capable 'Mech (which you don't have if you took the Prometheus).



When you get close to a large lava mound in the center of the path, a pair of Hackmans attacks. Wait a moment until they're both quite close to the lava mound, then shoot it. It detonates, and if you're lucky it instantly destroys both of them.



Beyond the lava mound, shoot at a tunnel entrance located across a short bridge. Collapsing the entrance prevents tanks from driving through. You can also collect armor from a truck parked near the entrance.



Destroy a missile turret, then follow the path along the southern wall of the Word of Blake spaceport. Destroy attacking tanks and helicopters along the way, and collect salvage from bunkers.



When you reach the corner of the spaceport wall, immediately round it and attack the Helicopter Depot. Destroying it stops the flow of attack helicopters.



Clean up any remaining helicopters, grab salvage, and go up the ramp to the gate. Destroy the gate control tower to open the gate, and enter the spaceport.

**NOTE** If you jump off this ramp to get to the salvage, you will have to retrace your steps from the beginning of this mission back to the ramp.



When you get inside the spaceport, get into a position where you can snipe at the Tank Depot from a distance. Destroy it to stop the flow of tanks.



Clean up all tanks in the area. Then move north, destroy a pair of laser turrets, and also destroy a pair of generators.

**NOTE** The destruction of the generators opens a gate to the inner portion of the spaceport.



Move west, destroying a few scattered tanks and collecting salvage. A pair of Owens attacks. Destroy the 'Mech Depot that produced them, then concentrate on destroying both 'Mechs.

**NOTE** If you'd like, you can retreat to a fuel tank that's marked on your map. Detonate the tank while the Owens are near it to score a quick kill.



When the 'Mech Depot and any nearby 'Mechs are gone, collect any nearby salvage and go up the ramp to the gate.



Beyond the gate, a large cargo plane is taking off. Immediately gun it down with Gauss Rifles. It crashes and leaves a great deal of salvage behind.



Turn to your right. There's a Summoner in here with you—but ignore it for the moment. Destroy the 'Mech Depot that produced it, then battle the Summoner itself.



Collect salvage in this area; don't forget about all the stuff the cargo plane left behind. Then destroy the generator behind the ruined 'Mech Depot. This opens another gate.



Go through the newly opened gate. You're now on a launch pad with the Word of Blake DropShip. Break open the bunkers in here to reveal armor salvage.



Go through the exit on the other side of the DropShip. Destroy any tanks and Elementals along the way. Shoot and seal the tunnel entrance that you find up here; it prevents more Elementals and tanks from attacking.

## Single-Player Campaign



Return to the DropShip area and fire a few shots at the DropShip itself. After a short delay, an unknown type of BattleMech called a Ragnarok appears. You must defeat this BattleMech in order to complete the mission.



The Ragnarok has shields that it can activate for a second or two at a time. These shields glow purple and deflect all damage from your attacks. The Ragnarok also possesses the Lava Gun, an extraordinarily potent weapon that fires super-heated, devastating triple shots.



Circle the DropShip as you fight the Ragnarok, never giving it more than a second's look at you. Pick away at it with Gauss Rifles.



Try to fire just *after* the Ragnarok has used its shields. Gauss Rifles are best because their projectiles move quickly. You can also use Hammer missiles, but the slow charge-up time and low missile speed make it harder to hit when the shields are down.



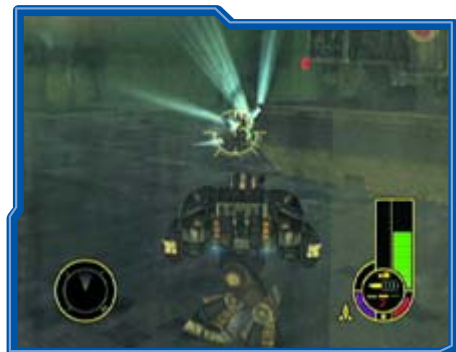
There are several fuel tanks along one side of the DropShip. You can detonate them while the Ragnarok is near them and score extra damage.

**NOTE** Fight a cautious fight, hiding behind the DropShip most of the time and picking away with your Gauss Rifles. Standing and slugging it out is a recipe for disaster.

Remember to grab armor salvage from the bunkers you popped open earlier.

The Lava Gun's projectiles are deadly but completely unguided. Maintain good range and keep moving, and the Ragnarok will often miss you.

If you follow these guidelines, the fight is definitely winnable.



When the Ragnarok falls, the mission is complete. Watch an end-of-mission movie, in which another Ragnarok is discovered within the wreckage of the DropShip.



## Ready to Rok!

The Word of Blake, in a final act of defiance, has set a doomsday device in action: a drill that will eventually tap into the planet's core. You must stop the drill at all costs. If you fail, the entire planet will be destroyed.

## The Ragnarok

The Ragnarok is a heretofore unseen BattleMech. This 100-ton monster sports secret tech-nology that wasn't discussed in earlier chapters—but we'll give you the full scoop now. Read on for a full description of the Ragnarok and its two unique pieces of gear, shields and the Lava Gun.

## Lava Gun



The Lava Gun is new to the BattleTech world, and it's fair to call it a super-weapon. It deals more damage than any other weapon in this game, period.

It's the only weapon that can't be powered up with salvage—but it actually deals more damage in its default state than any powered-up weapon. This fact makes it even more powerful than you might expect. While you have to power up other weapons to get their damage levels maxed out, the Lava Gun is always at peak performance.

This weapon's projectiles don't home in, so it's quite possible to miss the target. Heat levels can also be a problem. But on the plus side, the Lava Gun deals splash damage, which is always a plus against closely grouped targets.

## Shields

The Ragnarok is the first known BattleMech to incorporate shields. Shields are incredibly potent defensive tools—but only if you use them skillfully.

You may activate your shields once every several seconds; after using them, you must wait for them to recharge (like any piece of defensive gear). The shields only stay up for a second or two, but while they're up you cannot be hurt by weapons fire.

The best use of shields is to flick them on right before potent but slow-moving projectiles (like PPC shots or missiles) hit you. You can block faster projectiles as well, but it's a lot harder.

When fighting enemies with rapid-fire weapons, it's hard to block individual shots. Just flick the shields on as frequently as possible, and you'll prevent a little damage each time.

## When to Use It



Use this weapon against any tough target, anytime. It cannot be powered up, so you never have to worry about running out of Level 2 or Level 3 ammo. That frees you up to fire it at will.

One important Lava Gun technique: If you're not sure you can score a direct hit, aim for your enemies' feet. Hitting the ground near their feet causes serious splash damage.

## When to Stow It



The Lava Gun shares Hammer projectiles' slow reload time, so don't use it against large groups of small foes. Also, since it's unguided and the missiles aren't particularly fast, don't use it against small, elusive targets like jet fighters.

Otherwise, you should keep this thing out at all times. It'd be a crime not to.

## Ragnarok



**Weight:** 100  
**Speed:** 20  
**Max. Heat:** 201  
**Cool Rate:** 11  
**Special Components:**  
 Shields  
**Armor:** 5,036

## Weapons

Weapon	10 Second Damage	10 Second Heat
Lava Gun	3,000	200
Gauss Rifle (2)	1,800	120
Javelin LRM (4)	1,600	256

The Ragnarok is an incredibly potent BattleMech with two new technologies, the overwhelmingly powerful Lava Gun and the extremely useful shields.

The Ragnarok's weapons set is without fault. The Gauss Rifles and LRMs handle long-range sniping duties, and the Lava Gun is great at medium-short range.

# Single-Player Campaign

## Mission 16: Ready to Rok! Part 1



That's not to say that there aren't weaknesses. The Ragnarok isn't as heavily armored as the Atlas, and the Lava Gun, while unmatched in raw power, is not a guided weapon. It's very easy to miss at medium to long range, and it's possible to hurt yourself with the splash damage at extremely close range. You have to find a happy medium.

A great Ragnarok technique is to knock down a target with powered-up Gauss Rifles, then switch to the Lava Gun, which can easily hit a fallen target.

The LRMs are great against tanks and turrets.

True mastery of the Ragnarok demands skillful use of the shields, which only last for a second or two but prevent all weapon damage while they're up. Get used to flicking them on just before a PPC or missile barrage hits.

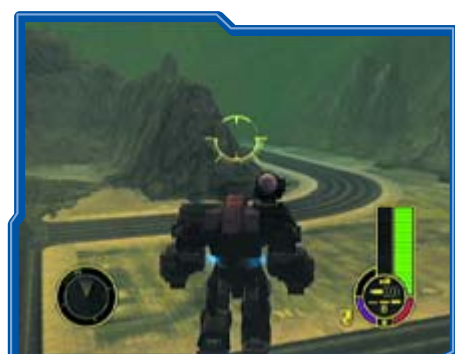
When fighting a Ragnarok, maintain medium-long range, and fight in a spot where you've got some cover. Tempt the Ragnarok to use its Lava Gun at ranges that are *slightly* too long, where it's likely to miss you. And never run straight toward it or away from it, as that's a sure invitation to get hit by a full Lava Gun blast.



Collect salvage, then move along to the next section of the city. You receive the message that there are two 'Mechs and two 'Mech Depots ahead.



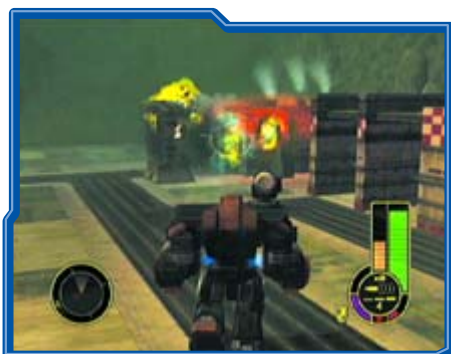
Once both depots are destroyed, fight the 'Mechs. If you were fast enough with the depots, you only have to deal with the original two. If you were slow, there may be more.



Pick up as much salvage as you can carry, then follow the path that winds into the next part of the city. Be careful, though, as several large tanks block the path.



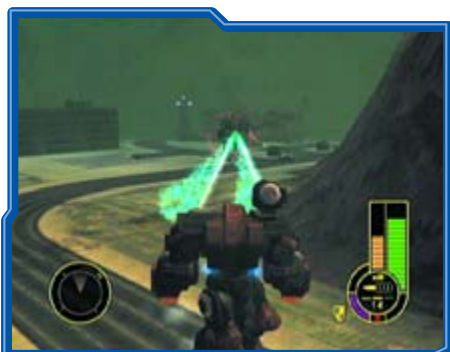
There's another Mad Cat and Thor up here, but you should ignore them for a moment. Head right for the 'Mech Depots, which are marked on your map.



Destroy both 'Mech Depots as quickly as possible. A Lava Gun volley followed by a quick Gauss Rifle hit should do it for each of them.



## Single-Player Campaign



There's an Atlas in the next city area. Destroy a few Autocannon Turrets, then engage the Atlas.

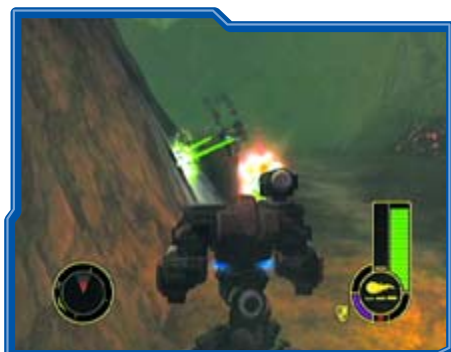
**NOTE** Fight the Atlas at fairly long range, and use your Gauss Rifles. Your Lava Gun isn't effective at long range, but it's more important to stay at a range where the Atlas's Autocannons are likely to miss.



When the Atlas falls, clean up the salvage and proceed into a lava-filled canyon.



There are two Thors in this canyon. Advance until you see one of them, then fall back into the city area, firing your Gauss Rifles.



Destroy the first Thor, then advance again and trigger the second. Lure it back into the city area as well, and finish it off there.



Advance through the lava-filled canyon once again, avoiding the actual lava pits as much as possible. You go under a rock arch, and around a bend.

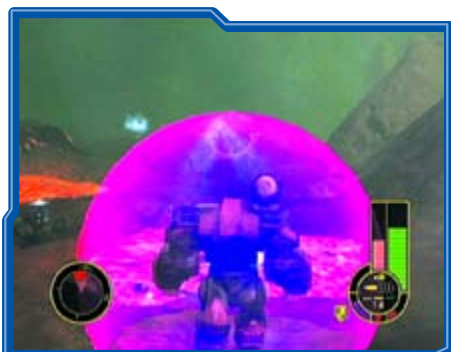


After the bend, advance a bit and encounter a Mad Cat. Retreat slightly as you fight it. Remember to use your shields against those PPC shots.

**NOTE** You don't have to go all the way back to the rock arch, but you do want to avoid advancing as you fight the Mad Cat. Otherwise, you'll trigger a group consisting of another Mad Cat, a Timber Wolf, and an Atlas—a formidable bunch that you don't want to deal with just yet.



When this Mad Cat is destroyed, advance to pick up salvage. Keep moving forward, very slowly, watching carefully for any sign of those three Heavy 'Mechs ahead.



When the three remaining 'Mechs (a Mad Cat, a Timber Wolf, and an Atlas) appear in front of you, immediately start running backwards. Try to avoid the lava as best you can, and try to avoid getting stuck on walls. Fire at the 'Mechs with your Gauss Rifles, and activate your shields frequently to avoid return damage.

**NOTE** Running backwards is tricky, especially with all the lava around, but it really does pay off to see exactly what's being shot at you. It allows you to use your shields at the right times, rather than simply guessing.



Retreat all the way back around the bend, slightly past the rock arch. Force the 'Mechs to round the bend and attack you through the arch.

**NOTE** If you are standing near lava in a "hot spot" (easily noticed as your heat takes off for no apparent reason), you will have an incredibly difficult battle, as you won't be able to fire. Find spots where you can manage your heat and fight back.

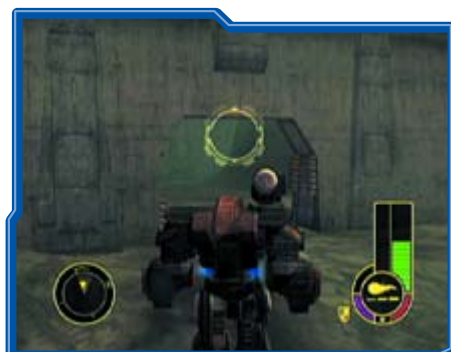


When the 'Mechs get close to the rock arch, move forward or backward as necessary to lure them directly beneath it. Then hammer the arch with Lava Gun fire. It collapses, hopefully crushing at least one 'Mech.



Even if the arch trick doesn't work, by fighting the enemy at this bend in the canyon you force them to bunch together. That way, if you manage to kill one of them, the others will take damage.

**NOTE** Fighting these three 'Mechs is very tough no matter how you slice it. It's hard to avoid taking overwhelming damage while retreating back to the rock arch, and it's tricky getting the 'Mechs to stand under the arch as you fire. It can be done, though. Again, the key to victory is effective use of your shields. You can avoid a whole lot of punishment if you use them well.



When these three 'Mechs are destroyed, the exit gate at the far end of the canyon opens. Go through it to proceed to the second half of the mission.



## Part 2

### Mission 16: Ready to Rok! Part 2

#### Legend

-  Armor Salvage
-  Energy Weapon Salvage
-  Missile Weapon Salvage
-  Autocannon Turret

Prometheus.  
Thor

Drill

Fuel Tanks

Fight

Ship (drops  
Atlas. Thor)

Start

**NOTE** This part of the mission charges you with actually stopping the doomsday device.



Start following the path drawn on the map. An eight minute timer appears and begins to count down. This is all the time you have to complete the mission.

**NOTE** Move briskly, but don't let the timer hurry you when you're in the middle of a fight. You have more than enough time to complete the mission; the real danger is getting gunned down when you get close to the drill.



As you progress, a swarm of attack helicopters appears ahead. Take them down as quickly as possible, alternating between missiles and Gauss Rifle shots.



You next approach an open gate flanked by a pair of double Autocannon Turrets. Heavy tanks spill out as you approach. Take down the turrets with your Gauss Rifles, then clean up the tanks with your Lava Gun.



Beyond the turrets, collect salvage from a cluster of bunkers. Move along to the spot marked "Fight," which is the entrance to the main drilling cavern. A gate closes behind you, sealing you into the cavern.



At the point marked "Fight," you'll see a landing craft drop off an Atlas and a Thor. There's also a Prometheus and Thor tandem on a ramp in the rear of this area; they'll shortly join in the attack.

**NOTE** There's salvage and some explosive fuel tanks inside the main drilling cavern. You may be tempted to go in there to collect the salvage, and to try to detonate the tanks while enemies are nearby. It's not a bad idea, but that method takes you closer to the two 'Mechs in the rear of the cavern. Try our method, explained next, instead.



Slide to the right and hug the cavern wall as you fire at the Atlas. You'll move up a ramp as you do.



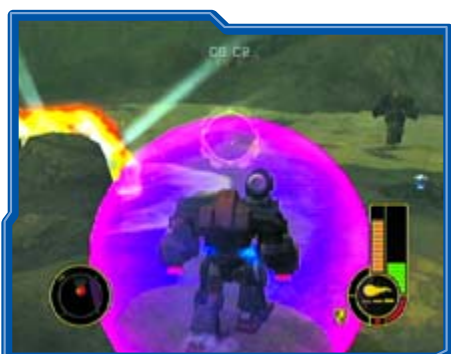
Fire everything you've got at the Atlas, including the Lava Gun. You can hit the Atlas at decent ranges with the Lava Gun, due to the Atlas' lack of mobility. Constantly use your shield.



Your goal is to take down the Atlas before the other two 'Mechs get close. When the Atlas falls, move forward to collect its salvage. Meanwhile, if the Prometheus and second Thor are close, target the Prometheus (or keep working on the first Thor if you've seriously damaged it; try to detonate it near the other 'Mechs).

### TIP

Line up your enemies during this fight. If you can block one 'Mech's fire with another, you'll stay alive longer. If you can initiate a chain reaction of exploding 'Mechs, your job becomes even easier. You may *need* to get a chain reaction if you're playing on one of the harder difficulty levels!



After collecting the Atlas's salvage, drift back toward the ramp you were on before, and keep firing at the Prometheus. Whichever 'Mech you destroy next, you should immediately grab its salvage. Also grab the salvage in the bunkers (marked on your map) if you need more health. Finish off the two remaining enemies.

# Single-Player Campaign

## CAUTION

The Prometheus's Hammer missiles are lethal. No other weapon will finish you off as swiftly as those missiles, so keep your eyes on the Prometheus whenever it's nearby.



A swarm of Elementals appears, and you're ordered to destroy the drill. Take down Elementals as you move toward the drill. Fire a few Lava Gun bursts at the drill.



Keep firing at the drill. Eventually you'll receive the message that your weapons are useless, and that you need to march your Ragnarok into the heart of the drill in order to stop it. Move around and destroy Elementals while you listen to the radio chatter.



When you're finally told to enter the drill and self-destruct, walk up to the drill's cutting laser. Wait until the revolving two-part drill bit moves out of your way and walk directly into the big beam of light.



Press **A** to confirm initiation of the Ragnarok's self-destruct sequence. Then, sit back and watch the endgame movie.

**NOTE** This is a tough fight. Don't be surprised if you have to try it several times. It's *extremely* tough at the higher difficulty levels, where you need to try for chain-reaction 'Mech explosions if you hope to succeed.

Remember to use your shield and target the big enemies (Atlas and Prometheus) first because they deal more damage than the Thors. It may take a little luck to win this one.

## Unlocked Behemoths!

Congratulations! By completing the campaign, you've unlocked the Ragnarok for multiplayer action. You've also unlocked the Ymir, a potent variant of the Ragnarok that was never seen in the single-player campaign. You may now have the pleasure of fighting in (and the pain of fighting against) these monsters.

Here's the lowdown on the Ymir:

## Ymir



**Weight:** 100

**Speed:** 20

**Max. Heat:** 201

**Cool Rate:** 10

**Special Components:** Shields

**Armor:** 5,036

## Weapons

Weapon	10 Second Damage	10 Second Heat
PPC (2)	2,400	240
Autocannon (4)	2,000	200
Lava Gun	3,000	200

The Ymir is a multiplayer-only variant of the Ragnarok that packs PPCs and quad Autocannons in addition to the Lava Gun.

If you choose this variant, you lose a bit of sniping ability but gain the benefits of the quad Autocannons' superior knockdown capability. The PPCs are great at long range, though you shouldn't even think about alternating them with the Lava Gun in combat. Both weapons systems produce a tremendous amount of heat.

The choice between Ragnarok and Ymir is largely a matter of personal preference; both have overwhelmingly powerful weapons.

## Multiplayer MechAssault™

Much of the information from this book's first few sections applies to multiplayer *MechAssault*™ and the single-player campaign. Data on weapons, BattleMechs, and defensive systems is useful for both gameplay modes, and the combat tactics explained in "Combat and General Strategy" apply to multiplayer and single-player games alike.

This section examines the differences between single-player and multiplayer games, and discusses each multiplayer map and game type.

## Single-Player vs. Multiplayer MechAssault™

There are several differences between single-player *MechAssault*™ and the multiplayer game. Here's an overview of what to expect.

### Human vs. AI Opponents



Computer-controlled (AI) opponents are relatively predictable. They move back and forth in an effort to dodge your shots, they like to fight at medium-close range, and they tend to charge in for a better shot if you hide behind an obstacle.

AI opponents are competent shots, but they tend not to be dead-on all the time. They snipe a little bit when the fight begins, but they don't hang back and play a hiding, retreating, guerilla-style game.

Human opponents, on the other hand, can't be so easily characterized. Their skills and tactics vary widely, so you should expect a wide range of tactics and skill levels. Be prepared.

### TIP

**Timing your 'Mech explosion's splash damage is key to being the first one to grab salvage. It takes quite a bit of suicide runs before you get proficient, but in general,**

**the graphics do a good job of telling you when it's safe to approach (and the distance you should start from). Look for the shockwave, and dive in after that has cleared. Do not wait for the fire and smoke to dissipate or you will lose salvage every time to more experienced players.**

### No Script

Campaign missions follow a script, but multiplayer games are completely unscripted. You can't predict who or what you'll find over the next ridge or behind the next corner. You must be prepared to press the attack if you find an opponent in trouble, or retreat if you stumble into a disadvantageous position.

### Targeting Troubles



AI opponents usually aren't that hard to hit. They *do* strafe back and forth a bit, and the lighter 'Mechs do so

at speeds that can definitely make you miss.

On the other hand, AI opponents often do things that expose them to easy shots. They jet into the air and land heavily, giving you time to shoot them while they're regaining their balance. They run straight toward you at times, and if you hide, they often pop right around the corner, presenting a very easy shot.

Human players are less predictable. They're also more likely to do a good job of dodging slower-moving projectiles (like PPC shots and missiles), just as you did so often in the single-player campaign.

### Red-Hot Combat



The single-player campaign features lots of small-scale battles against non-'Mech opponents, while multiplayer games pit you against nothing but BattleMechs. Since 'Mechs are very durable, you fire your weapons nonstop for extended periods of time in multiplayer *MechAssault*™. This naturally leads to difficulties with heat.

In general, heat is more of a factor in multiplayer *MechAssault*™

than in the campaign. Everyone's striving to deal as much damage as possible, as quickly as possible, so the heat levels really tend to spike.

## Weapon Priorities



The 'Mech-intensive combat of multi-player puts more emphasis on having one or two powerful weapon systems than having three balanced weapon systems. Balance is of little use when you're getting reduced to scrap metal by a pair of Atlases.

Players tend to gravitate toward the heaviest-hitting 'Mechs in multi-player. These include behemoths like the Atlas, as well as lighter 'Mechs like the Uziel and Belial that pack potent weapons systems despite their relatively low tonnage.

## More 'Mech Variety



You can pilot 'Mechs in multiplayer that you couldn't pilot in the single-player campaign. It pays to take a good look at the "BattleMechs" section, which discusses every 'Mech in the game, and get familiar with the 'Mechs that you couldn't pilot before.

## Team Play

Some multiplayer games offer the possibility of team play. This is a big departure from the single-player game, where you seldom have any allies.

Teammates can be useful, but they take some getting used to. Stay fairly close to your teammates, and benefit from their extra firepower—not to mention the confusion when your enemy has to decide which of you to focus his fire on.

On the other hand, it's easy to get in your teammates' way. BattleMechs are big and bulky, and it's easy to get tangled up or block your teammates' shots. The absolute worst thing you can do is get too close when your 'Mech, or your teammate's 'Mech, explodes. There's nothing worse than taking down a teammate in a chain reaction of 'Mech explosions.

## Resources for Grabs



If you've been playing the single-player campaign exclusively, you may have gotten into the habit of leaving salvage lying around and coming back to it later. That works perfectly for the campaign, but in multiplayer, someone else

is bound to come along and steal your salvage.

Stealing salvage can be a useful technique for small 'Mechs in multi-player games. If a Timber Wolf destroys an Atlas at long range, it'll take the Timber Wolf a while to run up and collect the salvage. A nearby player in a Cougar or Hackman could get there faster and steal the salvage, and reap the benefit of armor and powered-up weapons without having scored the kill.

## Voice Chat

Xbox Live features voice chat, and you'll need to use it if you want to do well in team games.

Use voice chat to coordinate your tactics with your friends. Let them know where you are, and call for help if you need it. Tell them to get clear if you're about to blow up. Point out enemies that are trying to hide or ambush, so that everyone is aware of the threat they pose.

The possibilities are limitless. Remember, voice chat isn't just a conduit for chitchat and insults!



### Game Types and tactics

Here's an overview of the various multiplayer game modes, with a few tips on how to succeed in each one.

Obviously, these tips can only get you so far. The best way to ensure success is to first complete the single-player campaign (to familiarize yourself with handling a BattleMech), then study your opponents' tactics when you start to play multiplayer. Your most dangerous enemies can be a wealth of knowledge, so carefully study the 'Mechs they choose, the weapons they fire, and the movement techniques they use.

### Grinder



**Maps:** Colosseum, River City  
**Limits:** None (ends when you're defeated)

Grinder is actually *not* a head-to-head multiplayer game, so much of the advice in the last couple of pages doesn't apply here. You don't fight against human opponents. In fact, you can play Grinder solo, but it's more fun to play along with a friend.

Grinder games place you (and a teammate, if you choose one) in an arena-style map and throw an endless supply of 'Mechs at you. The 'Mechs start out small but grow in size so that you start out fighting an Owens, then an Uller—all the way up to a Ragnarok.

If you go through the whole weight scale and beat every 'Mech that's thrown at you, it starts over at the bottom—but now you're fighting two 'Mechs at a time. And so it goes.

The objective is simply to keep fighting and keep winning for as long as you can. Your final score is the number of 'Mechs you beat.

Careful use of salvage is the key to good Grinder scores. The arenas themselves don't contain much pre-existing salvage (and there's never any armor salvage), but your enemies leave salvage behind when they explode. Just as in the single-player campaign, you should save the salvage that you don't need at the moment, then return to it later. Your computer-controlled enemies never steal it from you.

If you pick a capable 'Mech and fight skillfully, you can play this game for a very long time.

### Destruction



**Free-for-All Maps:** Colosseum, Frosty, Icepack, The Junkyard, Number 51, River City  
**Team Maps:** Colosseum, Frosty, Icepack, The Junkyard, River City  
**Limits:** Time and/or Kills

Destruction is a straightforward deathmatch game that pits player vs. player in a no-holds-barred melee. You can play it every man for himself, or split players into two teams and then slug it out.

Depending on the game settings, you either play until a specified amount of time elapses or until someone reaches a certain number of kills, or whichever comes first.

An important thing to keep in mind in Destruction is the number of players. In a small game you can afford to concentrate on a single opponent at a time, while in a larger

game you must constantly watch for incoming enemies. The whole battle is a struggle to keep the number of enemies fighting you down to a manageable amount.

Pick on players who are busy fighting one another. Often, you can swoop in and take down two battling foes, capitalizing on the fact that they weakened each other before you showed up.

If you're playing a team game, always stick close to your teammates. It doesn't matter how good you are—if you're outnumbered, you'll almost certainly fall. It's just too difficult to concentrate on multiple enemies at once.

Experiment with different playing styles, such as taking a heavy 'Mech and overwhelming the opposition, or taking a small, maneuverable 'Mech and sniping from a distance. Try using Null Signature and initiating sneak attacks; it's a very potent tactic.

### Last Man Standing



**Free-for-All Maps:** Colosseum, Frosty, Icepack, The Junkyard, Number 51, River City  
**Team Maps:** Colosseum, Frosty, Icepack, The Junkyard, River City  
**Limits:** Time

Last Man Standing is a variant of Destruction. Each player gets only one 'Mech, so when your 'Mech is destroyed you're out for good. The game ends when only one player is left in the game.

Last Man Standing allows for the same strategies as Destruction. You can fight head on, snipe, sneak

around, or do whatever else you feel like.

You may be tempted to avoid combat until several players have been eliminated. That *can* work, but it's tougher than you think to completely avoid battle. Also, since destroyed 'Mechs drop valuable salvage, this strategy can backfire. By avoiding combat you often lose the possibility of powering up your weapons.

## Not It!



**Maps:** Colosseum, Frosty, Icepack, The Junkyard, Number 51, River City

**Limits:** Time, Kills

Not It! is a specialized deathmatch variant. In it, only one player at a

time scores points for destroying other 'Mechs. That player is known as "It."

To become "It," you must destroy the current "It" player.

It's a bit like the scoring system in volleyball, where you have to win the serve before you have an opportunity to actually score points.

Not It! is fairly pointless with only two people, as the special rules have little effect except to slow down the game's scoring.

The game is much more fun with a good-sized group of players because the more players there are, the more people are hunting "It"—and the harder it is for "It" to score points.

Accumulating points in, say, an eight-player game of Not It! is very challenging. The "It" player must constantly fight on the run or risk being swarmed and overwhelmed.

**NOTE** Use a fairly mobile 'Mech for Not It!

games since it's advantageous to be faster than your opponents. A big, slow 'Mech can be overwhelmed by multiple foes, while a faster 'Mech can stay on the run and avoid getting surrounded by a pack.

A Belial or Uziel is a good choice.

## Multiplayer Maps

This section ends with a look at MechAssault™s six multiplayer maps.

### Colosseum



Colosseum is a large, walled arena with an outer ring of level ground and an interior that alternates trenches with raised areas. A central bridge crosses over one of these trenches.

There's a small water pool off to one side, and a small lava pool to the other. Both pools are at the bottom of trenches; normally these low areas would be tactically unimportant, but salvage periodically appears beside each pool, making the pools hotly contested.

In addition to the raised earth and trenches, boulders spurting jets of flame bulge out of the ground at various spots. The ground next to these boulders is extremely hot. It doesn't damage a BattleMech, but it quickly raises its temperature. You can use the boulders as cover, but don't hug right up to them if you want to stay cool.

In addition to the salvage that appears near each pool, three extra power-ups appear near the center of the map. Two are located on either side of the bridge, and one appears directly underneath the bridge. The type of salvage that appears in these spots is variable, but it's always weapon salvage—never armor.



**NOTE** Pre-existing salvage in multiplayer games (salvage that isn't the result of destroying a BattleMech) is always a random weapon type—it's never armor.

The bridge can be broken, like any other bridge in the game. Standing on it for prolonged periods is definitely not recommended.

In two spots there are four boulders in a quad pattern. A small to medium-sized 'Mech can briefly hide in the middle of these stones and, despite the heat, be safe from most weapons fire.

A number of strategies are possible here. If you want to run and keep moving, stick to the outer ring. If you want to lure your enemies into close combat, the earthen mounds and trenches of the central area are best.

Jump 'Mechs definitely have value here. If you have one, stick near the rough terrain at the center.

### Frosty



Frosty is a fairly linear level. A central spine of elevated ground runs down the middle of it, with ice bridges at three places. The terrain to either side of the central spine is much lower. There are a number of ramps that lead from the lower area to the central spine.

There are several power-up locations that generate random weapon salvage. Most are on the

central spine, but one is in a valley.

Because of the salvage opportunities, and because of the ability to snipe at those below, the raised central area is usually hotly contested. Keep moving while you're up there, as all eyes are likely to be on you.

Snipers should stick to the high ground. There's a tree-lined ridge in the extreme southeast corner of the map, for example, that offers a nice opportunity for long-range shooting.

The lower areas are best for 'Mechs that want to force close combat, though it's important to always keep an eye up above, as players up there can snipe down with impunity.

The map's three ice bridges are low, but small 'Mechs can squeeze under them. Be careful when standing on them or under them, as they can all be collapsed by weapons fire.

### Icepack



This level is a sniper's paradise. An elevated ridge runs along the level's outer edge, broken in only a few spots by chasms. The middle ground is for the most part lower, with a few tall hills and a big, sprawling central lake.



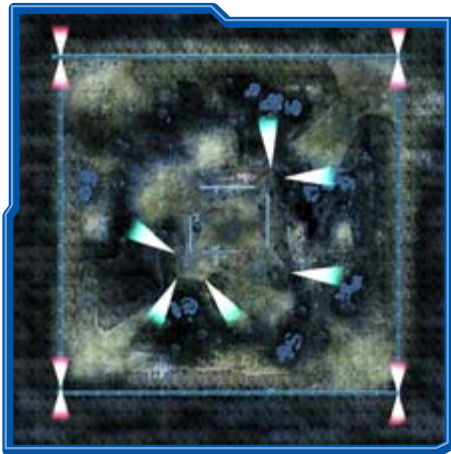
The central lake is frozen, but you can shoot out pieces of the ice. If another player is standing on the ice at the time, he's dumped into the water. The result is slowed movement, especially for 'Mechs that can't blast off with jump jets.

Sniper-type 'Mechs such as the Belial are perfect for this map's wide-open spaces, though it's possible to hide in the middle area and engage in close-range battles.

Jump jets are handy for getting up on the tall central hills, and for jumping the gaps in the outer ring.

There's no salvage on this map.

## The Junkyard



The Junkyard is a large, walled arena. The four outer corners and the central area are elevated. The middle ground is rolling, but generally lower.

Piles of junk and pieces of construction equipment litter this place. You can use the junk for temporary cover, though it disintegrates after taking a few solid hits.

Spotlights sweep across The Junkyard. They can interfere with your view of the terrain; shoot them out if you find them a nuisance.

Weapon salvage periodically appears in each of the four outer corners. It also appears in three spots in the middle.

While the middle area is the focus of attention, the walls that partially surround it give those inside a fair degree of protection from anyone

outside. This makes it possible to play "king of the hill" by going inside the walled middle area and grabbing the salvage, then daring someone else to come in and fight you at close range.

Jump jets aren't particularly useful here, as most of the slopes are mild enough to walk on.

## Number 51



This varied level features a large number of buildings, including big hangars on the southern airstrip that are good for cover, and fuel tanks in the northeast city area, which can be detonated to damage opponents.

A big lava flow in the middle of the map has cooled and hardened, leaving an elevated central area that's perfect for 'Mechs that want to snipe at those below. A single weapon power-up appears in this area.

A bridge leads up to the central area, but you can destroy it to limit the ways a 'Mech with no jump jets can get up there. This is very useful if you have a jump-capable 'Mech; it makes the middle ground easier to defend.

Those less inclined to snipe can prowl the city area or the fringe areas that connect the city to the airstrip. But ultimately, it's tough to succeed without spending some time on that elevated middle ground.

## River City



River City is, as the name suggests, a small city spanning both sides of a shallow central river. A pair of bridges spans the river, and as usual, they can be destroyed, but it's easy for any 'Mech to cross the shallow river at any point.

Several power-ups are scattered throughout the city. Two are in the main southern area, one is on a concrete slab in the northwest, and one is located on an elevation overlooking the city, on the map's eastern border.

Heavy 'Mechs looking for relatively close-range combat should prowl the southern city area, where the tall buildings provide excellent cover. The valley in the southeast corner also provides good close combat opportunities.

Snipers should prowl the northern part of the city, where buildings are sparse and you can see great distances.

Jump 'Mechs are of little use here, save to quickly grab the weapon salvage on the eastern edge of the city. The rest of the area is very flat.